

The Little Daemon Booklet

A Small Concise Reference of Darker
Spirits by Anne
O'Donoghue



Copyright© 2022 by Anne O'Donoghue.

Interior Art Credits: Artwork found inside this book is public domain, and unrestricted, for use both privately and commercially.

All rights reserved. Any part of this booklet that is reproduced or transmitted in any form or by any means currently available, and by any means accessible in the future, without permission from the copyright holder is absolutely fine. Knowledge such as this should be shared around if there is value to be found therein. Simple credit is all that would merely be asked, though this is not required.

Sources for the information provided in this book have been provided at the end of the booklet. As most of the data regarding these spirits is easily found surface level with a search, a simple list of sources has been provided instead for those lesser known.

Foreword

While the word “daemon” incites varying reactions depending on the person, the word would have been used when referring to any type of spirit, even applicable to those inside of the Abrahamic scope. Some individuals may use the words “demon” and “daemon” interchangeably, something rather easy to do and of which I too am guilty. After all, both words are similar in their pronunciation, similar in meaning, and are similar in how they are spelled. However, a “demon” is separate from the daemon in accordance to nature. A demon is typically perceived as a constant, or at least regular, evil in the greater eye of the population, however many practitioners of various faiths claiming to work with demons attest to the opposite of this.

Naturally I leave it to the reader’s discretion to form their own opinion. As with any spirit, not every person will get along with them just as not every person you meet shall enjoy your company, and vice versa. One may debate on whether or not it is appropriate to name any God or Goddess a “daemon” but that is not going to be discussed here. In this particular writing, the spirits explored will be referred to as “ghosts, daemons, energies”, and more. This is for

the sake of variety to the one who holds this text. Furthermore, entities darker within context of affiliations or by their traits will be explored. It does not mean each ghost listed will be malevolent in nature, though they certainly will also take residence within this booklet, but included are also those are simply considered chthonic entities with no ill means, and those who help humans tap into primal concepts not always viewed in a positive light, though beneficial to many. There will be energies mentioned as engaging in the act of witchcraft, or matters which are sometimes stigmatized. In front of you is a miniature list to breeze through, and with the contents that currently exist within; I hope to have comprised an easily accessible method of uncovering, and rediscovering, some of the many entities that exist across the globe.

These beings will be listed alphabetically and with their most likely logistical origins accompanying each name. There will also be an attempt to state the religious source, but this is not always possible or entirely accurate. Any ties to Judaism, Islam and Christianity will be collected under the umbrella term “Abrahamic”, this is the case even in regards to intelligences of the Goetia and beyond, where no Christian denomination officially recognises most according to their texts and those of authority on the matter. This has been done for the sake of convenience. At the base of this booklet will be

generalized source citations. These have not been attached to each spirit as it would create a messy appearance, instead I have opted to insert lesserknown entities next to the relevant source. I believe this will be easier for the reader to digest, and much cleaner while viewing.
May you enjoy the contents of this booklet, and many thanks to you, the reader, for deciding to delve inside of this little tome

List of Daemonic Spirits





Aamon, Marquis – Abrahamic/Tunisian.

Male daemon of life, reproduction, obtaining love, also reconciliation between friends and foes. Very similar to deity Amun of ancient Egypt. In an Abrahamic sense, he is a spirit who appears as a wolf with a serpent's tail who can breathe fire, or as a raven-headed man, may have canine teeth. He can tell of all things past and future, causes feuds, and reconciles any ills between friends and foes.

Abonsum – Ashanti/African. Mischievous spirit who is repelled and exorcised through loud noises, yelling, and shooting guns would take place. Next would be beating about the house with a stick in order to disturb the areas and drive any negative spirits such as

the Abonsum away. Homeowners living with servants would have them lay down in their place to prevent this spirit from slipping into the home. Equated with Satan.

Abyzou – Mesopotamian. A female daemon alleged to cause infant mortality, miscarriages, and motivated by envy due to her infertility. Said to have serpentine or fish-like attributes.

Acala – Broadly Asian/Buddhist. A wrathful spirit and protector of justice. He is a messenger and remover of obstacles and evil.

Agaliarept – Abrahamic. Satan or Lucifer's commander-in-chief to his army. Governs matters pertaining to water, uncovers secrets and reveals mysteries.

Agares – Abrahamic. Male daemon of the cardinal direction East. Teaches languages, stops and returns those who have run away, causes earthquakes and grants noble titles.

Aim, Duke – Abrahamic. Masculine daemon who sets castles, cities and great palaces on fire. Also oversees political affairs.

Agrat bat Mahlat – Abrahamic. "Agrat, daughter of Mahlat" is a spectre who also named the "dancing roof-demon" and "mistress of the sorceresses", she haunts the air in her chariot with eighteen messenger spirits of destruction. It is said that Agrat will dance while her mother, or grandmother, Lilith howls. Spoke magical secrets to Jewish sage Amemar. In the Kabbalah, she is queen of demons and a sacred prostitute.

Ah Puch – Mayan. Deity of death and ruler of Mitnal, deepest realm of Hell. Comes to the surface at night in the form of a corpse with an owl's head. Generally described as a hideous entity with a foul odour, rotting body, and skeletal face.

Ahriman – Persian. Zoroastrian personification of the destructive spirit that invades the mind of humans, this covers all anger, and chaotic thoughts formed within.

Aipaloovik – Inuit. Evil sea entity of death and destruction. He is dangerous to all fishers.

Áine – Celtic/Irish. Daughter of Mannan, she was a fair woman with great healing abilities, in her possession however, there was the “Cathair Áine”. this was a special stone that, if Áine believed vengeance was in order, she would slip this stone in a place the person would sit, inciting insanity. Any who sat upon it thrice would lose themselves forever.

Ajatar – Finnish. An evil female spirit. She is said to live in the woods located at the Pohjola mountains. Described as having plaited hair reaching her heels, and whose breasts hung down to her knees. Similar to Sweden's Skogsnufva, Danish 'seawoman', or the wildfraulein of Germany. She is closely linked with serpents, being depicted commonly as a dragon or half-human and snake-like figure in modern art.

Alal – Mesopotamian. Female beings that arrived back from the underworld, taking various forms and temptations, to lure men. Described as having a human body and ears of a dog, mane of a horse, head of a lion, and with open jaws.

Alardy – Ossetian. Indigenous Iranian spectre of smallpox, necessary to placate to keep from being cursed with the disease.

Algos – Greek. Plural personification of mental and physical pain. Bringers of sorrow and misery. Represented by the daughters of Eris.

Allani – Hurrian/Mesopotamian. Female divine of the underworld. Considered “the bott of the earth” and her epithet included “the great”.

Allat – Yemeni/Arabian. Pre-Islamic female divine invoked for mercy, solitude, well-being, prosperity, and ease. Alternatively, she was invoked for vengeance, treasure from raids, and infliction of lameness and blindness to anybody who defaces the Safaitic inscriptions. Safaitic being a variety of south Semitic scripts used in southern Syria and northern Jordan, an area named Harrah. She may have been conflated with Astarte.

Allocer, Duke – Abrahamic. Male daemon who can grant upon a person immortality. May teach an individual all things regarding the liberal arts, astronomy, gives good familiars, and speaks secrets of the Heavens above.

Amadlozi – Nguni/African. Spiritual lifegiving entities which may be summoned for protection and assistance. The spirits

guide those toward purpose. Associated with fertility, death, and life.

Amdusias – Abrahamic. Male ghost whose voice is as powerful as the sound of playing trumpets, trees sway backward from the tune of his voice. Grants an individual with the ability to topple trees and gives excellent familiars.

Am-Heh – Ancient Egyptian. "Devourer of millions", minor god of the underworld and personification of divine retribution. May be an aspect of Ammit.

Aminon – Ossetian. Indigenous male Iranian gatekeeper spirit of the underworld.

'Amm – South Arabian/Yemeni. Pre-Islamic moon spirit whose name translates to "paternal uncle". He is spirit of weather, and affiliated with lightning bolts.

Ammit – Ancient Egyptian. Crocodile headed entity known as "devourer of millions", she would accompany Ma'at upon the weighing of hearts and eat those deemed unworthy.

Anathan – Abrahamic. The Warrior of Darkness, he is a ghost in the underworld and husband to Qin. Described as a “warlike giant”.

Andras, Marquis – Abrahamic. Male energy given the main task of killing humans. Sows discord, destruction and causes hatred. It is said that this spirit may easily kill a conjurer if proper measures are not taken.

Androalphus – Abrahamic. Male daemon who can transform humans into birds, likely through glamour magic, and make them quite cunning. Can teach an individual everything regarding mathematics, perfect geometry and astronomy.

Andromalius, Earl – Abrahamic. Male spirit who brings back stolen goods, returns thieves and punishes both them and other wicked individuals. Uncovers all underhanded dealings and discovers treasures.

Anguta – Inuit. Psychopomp entity that carries souls from the living realm to the underworld. These ghosts must then sleep

with him for a year before they go to Quglivun, or heaven. Sometimes only “unworthy” beings must stay with Anguta in the underworld, pinching the dead to torment them.

Ankou – Celtic. A psychopomp assistant of death's, he is described as a skeletal male figure clad in black robes, large hat which hides his face or, sometimes, a shadow alone.

He holds a scythe and rides a cart for collecting the deceased. Said to be the first dead person of the year.

Anubis – Ancient Egyptian. Male jackal headed deity who is protector and guardian of the dead. He rules over funerary preparations, cemeteries, tombs, lost souls and the underworld. Similar to deity Wepwawet.

Apedemak – Nubian. Three headed lion deity with four arms. He is associated with war.

Apep – Ancient Egyptian. Serpent entity of malevolent chaos. Devourer of Worlds and all that exists including the underworld.

Considered all powerful and is greatly feared.

Aphrodite – Greek. Female deity who bore a belt which would cause one to fall in love with another. This belt would be shared with other deities such as Hera. She is associated with love, desire, passion, beauty, pleasure, fertility, marriage and procreation.

Aplu – Hittite. Spirit of bringing forth plague, though with proper precautions may protect from it.

Apúng Sinukuan – Filippino. Deity of the sun, war, and death. After the Spanish conquest, his name was turned to Maria Sinukuan where he was transformed into a female entity.

Ares – Greek. Male deity of courage and war, brutality, and bloodlust.

Archon – Abrahamic. Malevolent builders of the physical universe and each relating to one of the seven planets. They prevent souls from escaping the material plane. In

Manichaeism, founded by the prophet Mani in 3rd century AD in the Sasanian Empire, these five entities formed the “Prince of Darkness”. All lustng after the world of light. Described as hermaphroditic beings with faces of beasts.

Ārēs – Scythian. Male energy of war.

Arsan Duolai – Yakut/Turkish. Deity of the underworld. His servant energies collect horses and cattle for sacrifices.

Asafoetida – Abrahamic. Demoness of love, lust, and reconciling individuals. Said to appear in the form of a horned naked woman with the legs and hooves of a goat.

Mentioned in the Infernales Monarchia.



Figure 1: Agares from the Dictionnaire Infernal, drawn by Louis Breton 1863.

Asmodeus – Abrahamic/Persian. Male daemon who likely originated from middle Persian and Zoroastrianism's demonic 'khasm-dev' cognates. Earlier forms Aesma and daeva, both meaning "wrath" and "demon" respectfully. These appear to be the root which heavily influenced Judaic belief and view of this spirit. In the Ars Goetia, this energy is described as strong and powerful, appearing with three heads; first being a bull, the second a man, and the third a ram. He has the tail of a serpent, and issuing from his mouth is fire. He sits atop a dragon while holding a lance, and banner. This spirit is said to incite lust, and rule over revenge. In the Testament of Solomon, it is claimed that Asmodeus was birthed through the union of an angelic father and human mother.

Astaroth, Duke – Abrahamic. Male entity who likely has roots in the plural form of the Phoenician feminine deity Astarte; Ashtaroth. He is a Great Duke of hell and appears alongside Lucifer and Beelzebub in the first hierarchy of demons. First written to our

knowledge in The Book of Abramelin. This phantasm answers all questions regarding past, present and future, gives friendships with great lords, grants easily any secrets he may know including the creation of the World. Astaroth will also impart knowledge on the scientific and mathematical handicrafts, turn men invisible and lead them to hidden treasure. He is also noted as gifting powers over serpents. May have gained his name from the feminine energy known as Asheroth, more commonly known as Astarte.

Astaeus – Greek. Astrological energy and spirit of dusk. Some associate him with either win or as father of the four wind spirits named the Anemoi. These Anemoi are ascribed a cardinal direction each, and associated with different seasons and varying weather conditions.

Asteria – Greek. Female deity of the night, associated with oracles and stars. Said to be mother of Hecate.

Aswang – Southeast Asian/Filipino.

Umbrella term for a host of different malevolent spirits. These include vampires,

ghouls, witches, and weredogs amongst a few. Witches for example are said to be extremely vindictive, placing curses upon the heads of any individual and causing bones, and rice to be expelled by the orifices of those under their spell. These witches reflect images in their eyes upside down and have elongated irises. They are both feared and reviled, any injuries incurred nearby the premises of a suspected witch are said to be by their direct cause and should be killed without trial. Weredogs are not so much necessary anthropomorphic but named after their most vicious animal. While Europe has the werewolf, the Philippines has no native wolf and thus the weredog is the concluded term. The animal will infiltrate towns and villages at night, usually under the disguise of a dog, but periodically as a cat or pig. This demon murders and feasts on human flesh, especially that of pregnant women. A form of protection against the weredog is letting the hair hang loose, they enter communities by wanderers, travellers, or construction labourers as mere examples. All involve a

person not acquainted with the people in the area. The viscera sucker known as the Manananggal is another Aswang, vampire-like beings. See Manananggal. The vampire is another type of malevolent presence covered by this term which disguises itself as a beautiful woman, using their proboscis-like tongue allows them to drain blood slowly from victims such as their husbands. They may marry into a community as means of infiltration; forest areas may provide them a home as with other forms of Aswang. Ghouls are humanoid entities hidden away from society, feeding on corpses and birds. Their sharp and strong nails aid them in their operation, helping them steal corpses, their meals comprised of the rotting causes a foul odour to be emitted from their bodies. Ghouls gather in trees near cemeteries to unearth and feast on the flesh of the buried dead. Salt, rosary, and garlic are used as protective measures against these creatures.

Ataegina – Lusitanian/Spanish/Iberian.

Thought to have been ruler of the underworld, and associated with night. She is believed to

preside over Spring. The goat is seen as her sacred animal.

Atropos – Greek. The eldest of the three Fates, she decides the manner of death and cuts loose the thread of all human's lives.

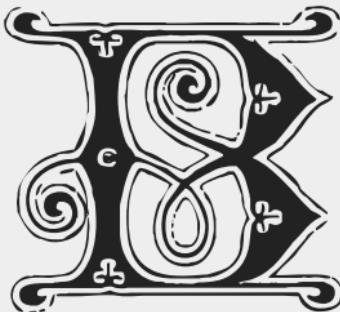
Avnas, President – Abrahamic. Male spirit who first appears as fire but may take on the form of a human upon request. Teaches astronomy, liberal arts, grants familiars, invites positive reactions from rulers and may reveal hidden treasures.

Awar – Abrahamic. Islamic demon who incites debauchery. One of four brotherly spirits and son of Iblis.

Azazel – Abrahamic. Fallen angel and Watcher, he is predominantly mentioned as having taught humans forbidden arts, sciences, and secrets, including knowledge on the use of magic, metallurgy, and seduction. Later became a scapegoat figure.

Azazil – Abrahamic. Male spirit in Islamic belief who was closest to Allah's throne but grew prideful, thus sinning. He was cast out of the heavenly realm and became a devil/djinn as a result. Others interpret Azazil as having

fallen before the creation of the world and becoming the origin of sin.



Ba-Pef – Ancient Egyptian. Malevolent spirit who allegedly had a cult following. He was associated in some degree with spiritual misery or pain affecting the pharaoh, Ba meaning “soul” in the ancient Egyptian language. An obscure entity.

Baal – Abrahamic. Male ghost once worshipped by a Semitic tribe.

Bába – Hungarian. Originally a good fairy who later became evil. Had magical abilities but was not a witch. Thought to live in fountains, and should a young child venture too close to her lair, she would lure them in.

Babalú-Ayé – African/Yoruban. Male divinity of diseases, particularly smallpox. Causes fever-like heat, the body warming up to expel disease. Associated with earth, infectious

disease, healing, warmth, and commonly took grain offerings.

Babeal – Abrahamic. Spirit keeper of graves.

Baba Yaga – Slavic. Ugly, old hag spirit who lives in a shack, her method of transportation is the mortar and pestle with which she uses to fly. She is said to eat children, but also act as guardian of the fountains of the water of life. One of three sisters, all under the same name, she travels with Death as souls of the departed are devoured. Despite this, she is spirit of regeneration and the harvest. Guards the skeletal remains of the deceased, she is wise and a good teacher.

Babi – Ancient Egyptian. Baboon spirit of the underworld, he is a rather aggressive and bloodthirsty entity, feeding off of entrails.

Another devourer of ghosts of the sinful.

Allegedly stands by the lake of fire, representing destruction. A being with high libido and is thus ithyphallic. His erection was sometimes used as the mast of the ferry that brought this good to Aaru, or the Field of

Reeds; heaven. His accompaniment ensured the ability to have sexual relations in the afterlife.

Babi Ngepet – Southeast Asian/Indonesian.

Boar daemon of any gender. Believed to be a worker of black magic, an individual would seek to gain riches in this manner through the help of an accomplice who would guard a candle involved during the ritual. In exchange, something must be sacrificed which is normally the magician's humanity. The spell caster will transform into a boar or become possessed by the spirit of a boar. Riches from the area will disappear and reside with the conjurer once they have regained human form.

Badb Catha – Irish. Female spirit whose name translates to 'Battle Crow'. Alleged to be an aspect of the The Morrigan. She is a spirit of war and magic, and is associated with crows.

Balaam, King – Abrahamic. Masculine daemon said to present as a naked man riding a bear. He can tell all things past,

present and future, can make humans invisible and witty. His name may originate from the biblical magician under the same name.

Baka – Haitian. Vodou “sent spirit” issued by a practitioner of witchcraft to a targeted individual, their purpose is to cause illness in the victim. A pact may be formed with this shapeshifting type of entity to make a person rich, but if it is not upheld then all riches will be stripped away, it is said that three specific prayers cause the baka to flee.

Balar – Irish. Giant male leader of the Fomorians, said to have had one eye which would cause immense destruction and chaos when opened.

Banshee – Irish. Initially translated from 'bean sidhe' as "female fairy", her image changed to that of a wailing night spirit, marking the death of someone close to the listener should it not be they who are the individual doomed to perish.

Barbatos, Duke & Earl – Abrahamic. Male spirit who gifts a person the ability to understand the languages of animals, such as

the call of a crow. He also reconciles disputes between friends and those of influence, unveils hidden treasures concealed through the art of enchantment by magicians, grants knowledge on things past, present and future. May appear when the sun is in the sign of Sagittarius.

Baron Samedi – Haitian. Loa of the deceased, he is a Loa of Vodou belief. Consort of Maman Brigitte, he guards the past, history, and heritage alongside Maman Brigitte. Presides over death, tombs, cemeteries, dead relatives, gravestones, healing, smoking, obscenities, spirits, drinking, and disruptions. Said to be foulmouthed, he may cure mortals of diseases if he believes it is worth his time. Ensures corpses rot in the ground, and the souls do not return as zombies.

Basty – Turkish. Evil spirit or goblin of unknown gender. Witches capable of shapeshifting during trance are said to Basty. These animals include cats, dogs, frogs, horses, birds, and other animals. It will sit on the chest of a sleeping person, inciting

nightmares, allegedly preferring female victims. Said to ride on horses until day break where they will be sweaty and exhausted. Dead witch Basty are alleged to come back as ghosts. The Basty may also appear as beautiful women to haunt the dreams of sleeping men, acting much like the succubus by causing lusty dreams and sucking the life out of these males. It is a source of sleep paralysis and lucid dreams, iron items and knives underneath a pillow is said to repel this entity.

Barastyr – Ossetian. Indigenous Iranian psychopomp spirit. He is also ruler of the underworld who assigns which spirit may enter paradise or his own plane.

Baron Lacroix – Haitian. Vodou Loa of the dead and sexuality. Presides over obscenity, vengeance, sexuality, and death. Considered suave, sophisticated, and carries a cane. He is the extreme expression of individuality and serves a reminder of enjoying life's pleasures.

Bathym, Duke – Abrahamic. Male entity. Associated with transporting people across countries through the astral plane, deception,

teaching and providing foreign rocks and plants.

Béibhinn – Celtic/Irish. Underworld spirit, she is associated with birth. Alternatively, a giantess of “aristocratic bearing” seeking protection from the Fianna when an ugly giant wished to court her, as mentioned during the Fenian Cycle of Irish tales.

Beelzebub – Philistine. Male energy associated with the spirit Baal; this masculine deity was worshipped in Ekron before being adopted by Abrahamic belief as a spirit. Noted as a Prince of demons and synonymous with Lucifer in the testament of Solomon the King.

Belet-Seri – Mesopotamian. Underworld dwelling scribe of Ereshkigal’s court. She catalogues the names of the dead.

Beleth – Abrahamic. Male daemon who bears a terrifying appearance according to old texts. He is associated with teaching mathematics, and giving love of men and women to a person’s satisfaction.

Belial, King – Abrahamic. Male spirit whose names translates from Hebrew as “son of worthlessness”. Gives truthful answers to

questions when first given offerings or sacrifice, grants excellent familiars, causes the favour of friends or foes. Has powers over domination, seduction and things secret. Said to have been created directly after Lucifer. In Abrahamic texts, Belial alternatively may be entities other than YHWH in their collective form. He is seen as a spirit of darkness and destruction in the Dead Sea Scrolls. In the Qliphoth, Belial opposes the house of Daath.

Belphagor, Prince – Assyrian/Abrahamic. Male energy of licentiousness, debauchery and orgies in Assyria. In Abrahamic belief, he is a spirit who suggests ingenious inventions worthy of fame and fortune to people but corrupts them so that the inventions may never be made, he is also noted as presiding over sloth. Associated with stagnation.

Bendis – Thracian. Hunting and moon divinity. She was associated with dancing, satyrs and maenads.

Berith, Duke – Canaanite & Abrahamic. Male ghost known as "Lord of the Covenant". Has the ability to turn all base metals into gold, can tell truthfully all things past, present

and future but is also written to be a liar. Gives clarity of sound and good elocution to singers. If lured with handsome reward, he may grant public dignities and riches. Historically, it was allegedly claimed by ancient Jews that Baal Berith was practically identical to their deity Beelzebub. Some followers apparently grew so close to this entity that they would carry an image in their pocket, kissing it every so often. It is unknown if Baal-Berith was an aspect of the same entity shared by El-Berith or if they were both separate daemons.

Bifrons, Earl – Abrahamic. Male energy appearing first as a monster before adopting a more human image. Teaches the arts and sciences, including astrology, geometry, the properties of different plants and stones. He moves bodies into different graves, and lights candles over graves.

Black Dog – Celtic/Americas. Large spectre with glowing red or yellow eyes. Presenting on occasion as an omen of death. Associated with thunderstorms, crossroads, execution areas, old pathways, and barrows.

Botis, Count & President (also Otis) –

Abrahamic. Male spirit. Is said to give knowledge on all things past and future, and granting reconciliation between friend and foe.

Buer, President – Abrahamic. Male entity claimed to possibly appear when the sun is in the sign of Sagittarius. He teaches moral and natural philosophy, qualities and uses of herbs and plants, teaches logic and has the ability to heal all perceived physical and mental weaknesses, and does so in humans especially well. Buer also grants good familiars.

Buné, Duke – Abrahamic. Male daemon who may make a person rich, move the dead, answer a grand manner of questions, cause charisma and wisdom. Causes spirits to unite around graves. He is depicted as a being with three dragon heads of which one is human. **Boszorkány – Hungarian.**

Female witch who would harm. Has the ability to shapeshift, fly, and curse. She would corrupt animals, such as souring a cow's milk. For humans, it would be abrupt

illness. A boszorkány would conduct such things under the cover of night.

Buluc-Chabtan – Mayan. Divinity of war, sacrifice, sudden death, and violence. Said to roast individuals on a spit.

Bulgae – Korean. Fire dogs of any gender. They originate from the kingdom of darkness, chasing away the sun and moon, and cause eclipses when biting down on both of these celestial bodies. They appear as fierce and strong dogs, otherwise presenting as generally hairy.



Caer Ibormeith – Celtic/Irish. Female spirit associated with sleep, dreams, transformation, water, independence, and prophecy. She takes the image of a swan every day except on the day of Samhain/Halloween. On Samhain she will transform into human form from dawn until dusk when she will transform back.

Descendant of the Tuatha De Danaan.

Cailleach – Celtic. Female entity of disease, sorcery and plague. She was said to take on the form of an old hag with teeth similar to a bear. One of her other names being 'Mother of All'. Her time of reign was during the Autumn and Winter months.

Caim – Irish. The Gaelic form of the biblical entity Cain.

Caim, President – Abrahamic. Male spirit who is a good disputer, offers the ability to understand birds, dogs and other living creatures, the sounds of water, and will answer questions about the future. He is said to appear as a thrush who stands atop burning coals while answering questions. May have been, or linked to, the deity Baal Peor.

Calu – Etruscan. Chthonic entity equated with Aita. He as a wolf-like appearance or is described as a human with a wolf-skin cap.

Camazotz – Mayan. Bat demons who dwell in the underworld. Associated with death, night, and sacrifice.

Carna – Roman. Spirit of the hinge, relating to door hinges. Protector of children's intestines, and other organs, from vampires. Macrobius describes her name as having derived from *carnis*, or "flesh, food, meat".

Cat-sìth – Celtic. All black cat spectre spare the white spot on its chest known in both Ireland and Scotland. Said to be a fairy or a shapeshifting witch. As a witch, it is believed they may steal an individual's soul to be

passed on to another spirit. Leaving out a saucer of milk on Samhain/Halloween would cause this entity to bless the home, any households who did not were cursed with lame cattle. A spirit of this type named “Big Ears” is said to grant wishes to those who would summon them by burning the bodies of cats over four days and four nights.

Ceffyl Dŵr – Welsh. A shapeshifting entity claimed to appear, usually, in equine form. It takes refuge inside waterfalls and mountainous pools, able to appear solid but disperse into the watery mists at will. Will leap out at travellers to attack and trample them. May also offer a lone traveller a ride only to leap into the air, evaporate, and cause the rider to plummet to their death.

Cerberus, Marquis – Abrahamic. Also known as Naberius, this is a male spirit who may make humans apt in all arts but especially those in rhetoric. Restores any lost dignities and honour, or may remove such. Said to speak with a hoarse voice Their appearance may be as a three headed dog with the legs of a crow, he may simply appear

as either animal. It is currently unclear if this being related to Greece's Cerberus.

Chalchiuhtotolin – Aztec. The “Jewelled Fowl” was an entity of disease and plague, and sorcery. He caused illness but also had the ability to bring about good health, as such he was prayed to for wellness.

Changeling – Celtic. Human-like beings left in place of children by fairy abductors.

Charon – Greek. Male entity who carried souls of the dead across the river Styx for a fee.

Chernobog – Slavic. Reconstructed spirit of ill fate.

Chia – Colombian/Muisca. Lunar deity said to be “three times wise, great and powerful” and is the queen of witchcraft and sexual liberation. She inspired joy, games, drunkenness, and pleasure. Ruled over “fluid” aspects of the material including tides, femininity, fertility, water, music, dance, and the arts. She was worshipped according to the three-monthly phases of the moon. Associated with rebellion due to her younger aspect, Huitaca, acting rebellious in nature.

Her other aspect is known as Yubecayguaya, the crone, or old mother, aspect.

Cizin – Mayan. Spirit of earthquakes and death. Similar to Mictlāntēcutli.

Clauneck – Abrahamic. Servitor of Syrach, well loved by Lucifer according to the Secrets of Solomon. He can bring money across great distances and uncover hidden treasures. Is said to be obedient to a summoner so long as respect is shown.

Clotho – Greek. One of the three Fates, she spins the thread of a human's life, making important decisions on when a person was born, this stretched to choosing when other spirits too would die or be saved.

Coatlicue – Aztec. Female spectre of death, calamities, destruction, fire, natural disasters, and earth. She was believed to be mother of the deities and of humans. Two aspects of this spirit exists, that being the caring nurturer, and the opposing destructive consumer. Her image is described as a woman wearing a skirt formed of snakes, necklace of skulls,

hands, and hearts, and bearing clawed fingers and toes.

Crom Cruach – Irish. Alleged male serpent deity to whom supposed child sacrifices were made in exchange for wishes. Supposedly their cult was destroyed by St. Patrick. Also, a deity of fertility with potential solar links.

Crom Dubh – Irish. Known as the “black crooked one”. He is a spirit of sacrifice, followers would leave flowers on the Altar of the Sun on Crom Dubh Sunday, a day celebrated on the last Sunday in July or the first Sunday of August. On this day there was feasting, drinking, hurling, singing, and dancing among a few activities. Offerings of bacon, and potatoes would be gifted to this deity.

Cronus – Greek. King of Titans. Most commonly known in stories as attempting to prevent prophecy of a son taking his throne by devouring them. His youngest son, Zeus, was hidden away and his image replace by a stone wrapped up in cloth. Reaching adulthood, Zeus returned and forced Cronus to disgorge all of his brothers and cast Cronus

and the other Titans to Tartarus, a place below Hades. After several generations had passed, Cronus and the other Titans were released by Zeus. Associated with Saturn, destruction, agriculture, Saturnalia, time, scythe, sickle, harpe.

Crocell, Duke – Abrahamic. Male spirit who often speaks in dark and mysterious ways. He may teach and invoke geometry and other liberal sciences. This energy may also warm up bodies of water, create the illusory sound of rushing water, and reveal unknown natural bath locations.



Dajjal, The – Abrahamic. Full name being “Al-Masih ad-Dajjal” or “Deceitful Messiah”, this is an evil spirit in Islamic teachings similar to the Antichrist of Christianity. It is claimed that this spirit will appear before Judgement Day and pretend to be the Messiah. Described as blind in one eye with “k f r” written on his head, spelling “kaffir” or “disbeliever”, as method of uncovering their true self and intentions.

Dantalion, Duke – Abrahamic. Male entity who may teach one all arts and sciences, and given that he knows all thoughts of any person, he can change them at will. With this latter, he can reveal secrets of any person. Dantalion also causes love and helps an individual relate with others on an emotional

level. Teaches intelligence of the emotions and heightens empathy for others. Appears in many forms, that of a man or a woman, and is said to carry a book said to be his grimoire in the right hand.

Dasim – Abrahamic. Islamic demon accredited with causing hatred between man and wife. One of four brothers who attempt to prevent human's spiritual development.

Decarabia, King, Earl or Marquis –

Abrahamic. Male daemon with knowledge on virtues of all herbs, precious stones, and can change into all birds and sing and fly like them before the magician. Said to appear as a pentagram star before shapeshifting into a man upon the evoker's request.

Delepitöré – Abrahamic. Of the Dukante's hierarchy. Described as a female demon of witchcraft and divination. Teaches mystical arts and aids ascension magically.

Demiurge – Abrahamic. Gnostic beliefs teach this entity's will to be antagonistic to the Supreme Being, creating the material, and this act of creation happens in an unconscious similarity to "divine model",

meaning it is flawed, or confining much of the sacred inside the material. Whether or not this act is performed out of malignancy is debated, it may rise from ignorance. It nevertheless gives reason for the existence of evil. Said to be maker of man.

Dhéghôm – Proto-Indo-European. Female personification of the earth. Associated with fertility, growth, and death. Considered both the origin of life and final resting place of the individual.

Dhumavati – Hindu. One of a group of ten tantric spirits. Dhumavati represents the terrifying aspect of the Divine Mother, the Devi. Described as an ugly, old widow and associated with the unattractive in the religion, including the crow. Some forms of imagery involve her carrying a winnowing basket and riding a crow, or horseless chariot, usually on cremation grounds. She is known as deity of loneliness, strife, unfulfilled wishes, and inauspicious things. Despite these ill qualities, she is also said to be tender-hearted, a fantastic teacher, revealing ultimate knowledge of the universe, and a bestower of

boons. Her ugly aspect teaches a devotee to look inward for truth, and beyond the superficial.

Dis Pater – Roman. Male ruler of the underworld. Originally associated with fertile agricultural plots and mineral wealth, as these minerals originate from underground sources, he later became equated with Hades and Orcus.

Djehuty – Ancient Egyptian. Male spirit of the moon, knowledge, mathematics, the arts, wisdom, script (writing) and magic. Arguably credited with inventing the alphabet and writing. See also Seshat.

Djinn – Arabian. Daemonic energies who are more in tune with earth and fire elements. May appear as dark, shadow like figures of which no light may penetrate. Allegedly have a 'pulling' effect on the astral form of an individual.

Dokkaebi – Korean. Creatures of any gender, they are labelled as "goblins" in Korea. These beings host incredible powers and abilities, both used to interact with

humans. They may be mischievous or helpful to humans.

Donn – Celtic. Ancestor of the Gaels and spirit of the dead. Resides in the Tech Duinn, the “house of the dark one”. Evolved into a spectral horseman riding a white horse. His abode may be a temporary position for souls to gather, between the land of the living and the underworld.

Dullahan – Celtic/Irish. A headless rider atop a black horse, he carries his own head held high in his hand. Said to be the embodiment of the Celtic deity Crom Dubh. It is believed he uses a human spine as a whip, and its wagon decorated with funeral items. The Dullahan has candles in skulls to light the way, it is believed that where the Dullahan halts, a person is due to die. It calls out the person’s name in order to draw out the soul of their victim, where the individual immediately falls lifeless. There are rumours that gold may cause this entity to disappear.

Dur – Iranian/Kassite. Chthonic entity equated with Babylonian-Akkadian spirit Nergal.



Edeke – Teso/African. Divinity of calamity and destruction.

Edimmu – Mesopotamian. Spirits of those not buried correctly and considered invisible, or almost entirely incorporeal, formed from wind. They would come back as vengeful entities with abilities to possess humans who disrespected taboos. They caused disease, crime, sucked life out of the sleeping, and susceptible, but may be appeased with libations or proper funeral.

Egregore – Unknown origin. From the French of the same spelling, meaning “spirit of a group”, also found in the Greek “egregoros” or “wakeful”. These may refer to Watchers from the Book of Enoch or the nonphysical entity that erupts from the collective

thoughts of a group. Psychically manifested sentient thoughtforms. Egregores do not tend to have a corporeal form. They may influence thoughts of one or more individuals.

Egyn – Abrahamic. Infernal spirit who teaches the art of medicine, consecrates books, teaches all physical things, and singing. He teaches law, necromancy, and helps in matters regarding health. Knows all manner of things past, present, and future, and knows where hidden treasures lay, and speaks of certain things secret. Bears the likeness of a man with a clear face, sharp nostrils, and fire coming from his mouth. Rides a dragon. Associated with the North cardinal direction.

Eisheth Zenunim – Abrahamic. In the Kabbalah, her name translates to "Woman of Whoredom". She is the eater of the souls of the damned and Qliphotic princess ruling Sathaniel.

Ekwensu – Igbo/African. Trickster entity. Very apt at trade and negotiations, and is the testing force of the supreme spirit Chukwu. He is said to bring the desire to perform violent acts to people, despite this he was invoked for guidance in times of harsh

mercantile situations. Abrahamic ideas skewed his image into that of the devil.

El Tío – Abrahamic/Bolivian. “Lord of the Underworld”. He is thought to rule over mines, simultaneously protecting as well as bringing destructions. Depicted as a goat-like entity. Miners leave offerings of cigarettes and alcohol for statues of the being. His image is not normally allowed leave his domain of the mines nor are Christian symbols usually brought to the abode of El Tío.

Elf – Broadly European. In Germanic speaking countries, these beings were seen as having magical powers with supernatural beauty, ambivalent toward everyday people and may choose to aid or hinder them. These spirits, to the Norse peoples, appear to cause illness with magic, and are seen to be beautiful and apt in seducing humans. Their name fell out of the public eye to quite an extent, instead being replaced by the words “Dwarf” and “Hidden Being” instead. There is the possibility of Freyr being associated with elves as Álfheimr, or “elf-world”, is given to her in Grímnismál of the Poetic Edda.

Eligos, Duke – Abrahamic. Male spirit revealing hidden secrets of the self, and external. Apt in aiding one with divination, may reveal oncoming wars, battles of any sort, and unrest. It is said that Eligos appears as a handsome man atop a red horse, wearing a red coat, and a copper helmet.

Elo – Samoan/Polynesian. Alternatively known as Saveasi'uleo, he is the ruler of the underworld or ghosts called Pulotu.

Eloh Araphel – Canaanite. Male deity of darkness and evil.

Empusa – Greek. A shapeshifting entity commanded by Hecate, possessing a single leg of copper with a rather hidden nature. Empousai may have been a category of phantoms or ghosts, thought to seduce and feed on young men.

Enepsigos – Abrahamic. A feminine shapeshifting deity supposedly summoned by Solomon the King and claimed to be a fallen spirit. Stating as going by many names and forms, she appeared to King Solomon as a triple headed woman and was made

prophesy for him. This spirit foretold the division of Solomon's kingdom and that the Temple of Jerusalem would be destroyed. This prophecy did come true and the vessels used to trap all demons was soon broken, free to wander the land and beyond as they saw fit. See Hecate.

Endovelicus – Celtiberian/Lusitanian.

Entity of the underworld, health, prophecy, the earth, and was initially a chthonic energy. In south-eastern Portugal stands Mina's Rock Sanctuary that some authors believe to be a temple of Endovelicus. Near this temple is the Lucefecit stream, associated with Lucifer.

Enmesharra – Mesopotamian. Male deity of the Underworld. The Sumerians had translated his name as "Lord of all me's", "me" being the essence of the understanding of the relationship between humanity and the spirits. He is a primordial entity who was believed to be active far before the deities actively worshipped by the Mesopotamians. He is believed to have been burned and continues to exist as a ghost in one text.

Erebus – Greek. Male primordial spirit believed to be the personification of darkness.

Ereshkigal – Mesopotamian. Female deity of the Underworld, earth, and land of the dead. Given the name “Queen of the Underworld”. Her common depiction is thought to be either Lilith, Astarte or Inanna.

Eris – Greek. Female deity of strife and discord.

Erlik – Turkish. Deity of Death, his pride led to his father, creator entity Ülgen, casting him to the underworld. Teacher of sin, slayer of messenger spirit Maydere, being of darkness, evil, and judge of the dead; he is also known as the first of mankind. Erlik wished to be an equal to Ülgen but was seen beneath, later Erlik wished to create his own land and as a result was sent to the underworld, where he opposed light of the upper world. Evil spirits spawned by this geist cause sickness, death, and general misfortune. Occasionally represented by a totemic bear.

Erra – Akkadian. Male plague deity, ruler over all mayhem and pestilence, and is

responsible for periods of political confusion.

Eventually was absorbed by Nergal.

Euronymous – Greek. Spirit of the underworld and rotting bodies.



Fairy – Broadly European. Entities of any gender. Small supernatural beings said to be trickster spirits, they may be malicious or beneficial in nature usually depending on treatment. Supposedly originates from ProtoIndo-European "bha-" meaning "to say", later developing into Latin "fata". This word translates to the Fates. Fairies comprise of multiple types across European customs, they include elves, leprechauns, pixies and sprites to name but a few.

Familiar – Broadly European. A spirit without form, they were seen as both malevolent and benevolent beings. Benevolent types were viewed as fairies while aiding cunning folk, though often seen as malevolent when aiding witches.

Considered to help a witch of any stage with their craft, and offer protection. The other interpretation has living animals being an individual's familiar.

Februus – Roman/Etruscan. Energy of purification. To the Etruscans, he was also daemon of death, money, and the underworld in the same manner Pluto would have been.

Fene – Hungarian. Beings of illness. It is also considered a place where demons roam.

Feronia – Etruscan. Female divinity of fire, volcanoes, fire, travel, and water.

Fewrayn – Abrahamic. Demoness with the power to teach languages to the summoner.

Fir Bolg – Irish/Greek. Argued as the personification of destructive forces of nature. Others state the Fir Bolg to be a race who arrived from Greece prior to the Fomorians, leading them to battle. The first generation thought to be the sons of Dela.

Finn Bheara – Celtic/Irish. King of the Daoine Sidhe, or Aos Sí, viewed as a supernatural race similar to fairies, and believed to either be descendants of the Tuatha Dé Danann/People of Danu, or fallen

angels. He is thought to otherwise be King of the Dead. Finvarra is a master of chess, strong horses, ensures great harvests, and bestows great riches unto those who would help him. Believed to kidnap human women.

Flauros, Duke – Abrahamic. Male entity described as a humanoid leopard with large claws. His appearance is further alleged to be a terrible leopard that, should Flauros ask of the evoker, he may change into a man with fiery eyes and a terrible expression. He gives answers to all things past, present, and future, but must first be commanded to enter a magical triangle. If this is not done, it is said that this spirit will deceive the summoner. He may destroy all the conjurer's enemies by burning them up. If the summoner requests it, he will not be tempted by any spirit or in any way. It is also said that one may call upon Flauros when wishing to take vengeance on other spirits.

Fomorians, The – Irish. Allegedly evil and cruel monstrous creatures who ruled over Ireland, supposedly arriving on shore from beneath the waters or the earth itself. In

some iterations, the Fomorians became giants. These entities were overthrown by the Tuatha De Danaan.

Foras – Abrahamic. Male entity. Teaches logic and ethics in all ways, the virtues of all herbs and precious stones, can make men witty, eloquent, invisible, invincible, live a long life, and can discover treasures and recover lost things.

Forcalor, Duke – Abrahamic. Male spirit in the form of a man with a griffon's wings. He is written to kill men, drown them, and overthrow warships. If commanded by the evoker he will not harm any man or thing. His powers overlook wind and sea.

Forcas, President – Abrahamic. Male daemon who teaches philosophy, astronomy, astrology, rhetoric, chiromancy, logic, and pyromancy. He is said to appear as a strong old man with white hair and long white beard, riding a horse as he holds a sharp weapon which may be a pitchfork.

Forneus, Marquis – Abrahamic. Male entity. Teaches languages and rhetoric, gives men good names, and makes them loved by both

friends and foes. He takes the image of a great sea monster, and is a shapeshifter who prefers the form of a human usually.

Freyja – Scandinavian. Female deity who is counterpart of Freyr, overlooking love, beauty, sex, gold, sorcery, fertility, death, and battle. Pigs are a sacred animal to her. She is said to ride a boar with golden bristles.

Furcas, Knight – Abrahamic. Male spirit. See Forcas.



Figure 3: Frontispiece from Matthew Hopkins' "The Discovery of Witches" published 1647. Witches identifying their familiars

Furfur, Earl – Abrahamic. Male energy. Claimed to be a liar unless commanded to enter the magician's triangle where he gives truthful answers to all questions, speaking with a rough voice. He causes love between man and woman, causes storms, thunder, lightning, tempests, and teaches individuals secret and divine things. His image is that of a deer or winged deer, also an angel. Therefore, he has shapeshifting abilities. Some claim he changes form from deer into angel when made enter the magic triangle.



Gaap, President & Prince – Abrahamic.

Male daemon who incites love. Said to be cardinal spirit of the South. Takes the appearance of a prince or a knight, bringing gold and silver anywhere. Has the power to teach philosophy and liberal arts, make people invisible, steal familiars from other magicians, make men dumb, carry one between kingdoms or countries.

Gaderel – Abrahamic. Fallen angel whose name translates to "wall of God", said to have deceived Eve in the Garden of Eden. One of five "satans" attempting to lure angels into copulating with humans, birthing the Nephilim. The others are named Yaqum meaning "he shall rise", Asbeel "deserter of God",

Penemue "the inside", and Kasdeye "covered hand". This spirit, among others, is also known as a "Watcher" who are a class of obedient and rebellious angels tasked with viewing the actions of humans throughout the world.

Gallû – Mesopotamian. Demons of the underworld. They dragged victims into the underworld. It is said that they "know no food, know no drink, eat no flour offering, drink no libation". They never encounter marital embrace, nor have any children to adore. They steal children. Yet despite this, they are not all malevolent entities. A minor spirit named Ig-alima is described as "the great galla of Girsu". Girsu being an ancient Sumerian city.

Gamigin, Marquis – Abrahamic. Male entity. Appears as a horse before shapeshifting into a human with a hoarse voice. Teaches liberal arts and gives accounts of souls who died in sin. May also force the souls of those who drowned into "airy bodies" to answer questions, Gamigin can do this for souls who also dwell in purgatory.

Gamr – Scandinavian. Hellhound guardian dog covered in blood, associated with spirit Hel and Ragnarok, the great battle. Watcher of Hel's gates.

Gaunab – Khoekhoen/African. Divinity of death, he is sometimes seen as the embodiment of evil.

Geenex – Abrahamic. Appearing to the summoner as either a captain or hare, he aids the practitioner in all manner of things regarding health and medicine.

Gello – Greek. A female revenant or demon with the power to break the reproductive cycle by causing miscarriages, infant mortality, and infertility. Women believed to be possessed by the Gello were either exorcised or forced to stand trial.

Geshtinanna – Mesopotamian. Divinity of agriculture, dream interpretation, and fertility. She resides in Kur, the underworld, for half of the year in place of her brother, named Dumuzid.

Geyll – Abrahamic. A demon who provides gold. Said to take on the appearance of an elephant.

Giltinė – Lithuanian. Female spirit of death, The Reaper. Her sacred animal is the owl, sometimes she is considered a sister of Laima. See Laima.

Gharrār – Abrahamic. Islamic demon who targets men to assault them and mutilate their genitalia. Resembling goats or dogs, they are sired by Iblis and usually female.

Ghoul – Arabian. Pre-Islamic spirit said to wander graveyards, a male is known as a "ghul", and the female a "ghulah". Stories of the ghulah involve luring men back to their homes so that she may devour them. Possibly also a desert dwelling shapeshifting entity, it may lure people away to deserted areas to devour these individuals, and drink their blood. Victims include children. These spirits are also claimed to steal coins, eating the dead and soon taking on the form of the most recently consumed. Described as monstrous humanoid entities, eating human flesh.

Associated with Akkadian Gallu.

Glasya-Labolas, Count & President –

Abrahamic. Male daemon who appears as a dog with the wings of a griffin. He is captain

of manslaughter and of bloodshed, can tell of all things past and future, and knows all sciences. Under command of the invoker, he can gain the mind and love of friends and foes causing love among them, causes homicides, and can make a person invisible.

Gozu Tennō – Broadly Asian/Japanese.

Spirit of healing and disease. He would both cause and protect against epidemics.

Gremory, Duke – Abrahamic. Male entity who takes the form of a beautiful woman. He wears a duchess' crown, rides a camel, and is said to have the power of revealing hidden treasures and answering questions regarding the past, present, and future. Has the power to obtain love from women, especially of "maidens".

Gualichu – South American. Evil spirit comparable to Satan. Known mostly in the Tehuelche culture. Demon blamed for every disease and calamity that occurred. Said to have the ability to possess individuals, he is believed to live in the underworld.

Guayota – Spanish. Said to live within the

Teide volcano; the doorway to the underworld. Alleged malignant king and ruler over evil spirits.

Guéde Nibo – Haitian. Loa of Vodou belief and leader of the phantasms of the dead, he was a handsome young man murdered violently. After death he was adopted by Maman Brigitte and Baron Samedi. He is thought to be an effeminate, dandy who wears a black riding coat, or presents in drag. Possessing humans, he inspires all manner of feeling overt sexuality and desire. He is a great healer, patron of those who have died young, and is psychopomp, His devotees grant the lost dead a voice from “below the waters”.

Gusion, Duke – Abrahamic. Male daemon appearing in the form of a baboon or a dog headed entity. Tells all things past, present, and future, shows the meaning of all questions asked of him, reconciles friends, and gives dignities and honour.

Guta – Hungarian. A malevolent spirit who beats his victims to death, associated with strokes, sudden paralysis, and heart attacks.

Gwisin – Korean. A spirit of any gender. These are people who have died who remain on earth to complete their task before continuing on to the underworld. Reasons for this impediment may be to care for a loved one or in the case of revenge.

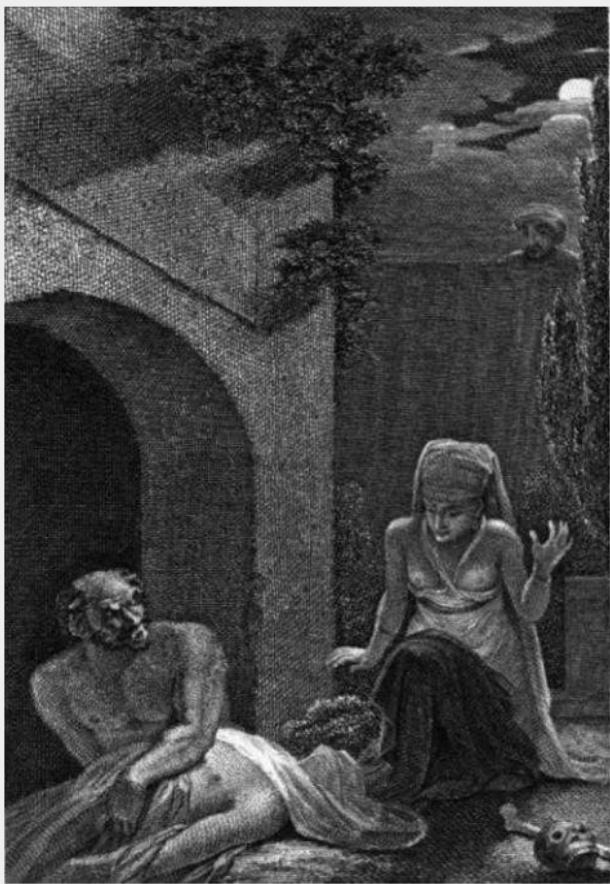
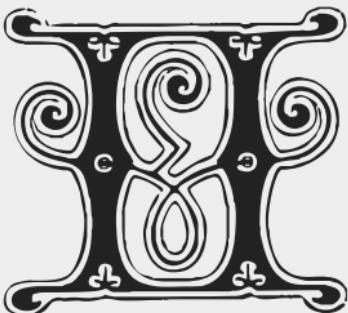


Figure 5: Amine Discovered with the Goule, One Thousand and One Nights, by R. Smirke. Esq



Haagenti, President – Abrahamic. Male daemon who Grant's wisdom through teaching in every subject, turns all metals into gold, turns water into wine and wine into water. Also associated with deception.

Hag & Mag – Abrahamic. Mandaeist "two manas of Darkness" manas translating to "consciousness", "mind", or "treasure". Hag is the male ghost while Mag is the female entity. The World of Darkness is the underworld where both reside and are the soul of. Hades – Greek. Male spirit of the underworld and titan. He would lay witness as supervisor to the trials and punishment of the dead but would not engage in either process. His personality was noted as being pitiless,

unmoved by any sacrifice or prayer, and stern.

Associated with death, cruelty, persistence, hidden wealth of the land, and the sceptre.

Han – Indian. Female divinity of the underworld.

Hanar – Abrahamic. Teaches the art of astronomy. Appears before the conjurer as a man. Said to also appear in the element of fire.

Hanpa – Mesopotamian. Male entity alleged to be the spirit of evil, deity of all evil forces and father of Pazuzu. Not much is known about this entity.

Hat Man, The – Masculine shadow person entity who many have claimed to see globally. He adorns a noteworthy hat, giving him his name. Those who state having been visited by this entity mention mere observation before their departure. This spirit is of unknown origin.

Hapy, son of Horus – Ancient Egyptian. Male entity who protects the throne of Osiris in the Underworld. Associated with death, the Underworld.

Hecate – Greek. Three headed female deity presiding over crossroads, witchcraft and the Underworld. Her name is thought to originate from the ancient Egyptian word "heka" which translates to "magic".

Heibai Wuchang – Chinese. Meaning "Black and White Impermanence", they are two spirits who guide the souls of the dead to the underworld. Both dress in black and white, and are subordinates of Yanluo Wang, Supreme Judge of the underworld. They are seen as fortune spirits and sometimes as a singular entity named the Wuchang Gui, the "Ghost of Impermanence". Depending on the deeds of the departed soul, they may reward or punish, appearing either as benevolent or malevolent in nature.

Heini-iki – Broadly European/Hungarian. Deity of the underworld and spirits of sickness. He may shapeshift into a cat, dog, or a fog that hides one from their guardian spirit. He is described as black in colour, with animal sacrifices to him also black in shade. Such sacrifices prevented illness in

the people, and no soul was to speak his name.

Heka – Ancient Egyptian. Male personification of magic and medicine.

Hel – Norse. Female deity said to be forever half living and half deceased.

Thought to be the origins for the word "Hell".

Rules over Hel in Niflheim and takes a portion of the deceased, these being the souls of those who did not die in battle. She is said to appear half blue and half flesh-toned, with a gloomy, and downcast appearance. She has many mansions under her rule with servants in this underworld.

Hellernus – Roman. Minor spirit of the underworld, ghost of the beans used during the Lemuria festival.

Herecura – Celtic/Roman. Thought to be Celtic in origins, she is represented with Prosperpina's attributes and associated with underworld spirit Dis Pater.

Holly King and Oak King – Celtic. Male spirit personification of winter and summer. Between the two, there is an endless battle reflecting the change of the seasons each

year. Not only in respect to light and darkness but also in crop growth and renewal. During the height of Spring is when the Holly King was strongest and the Oak King reducing in power to be reborn at his hour. At Midwinter the Oak King is reborn and granted his strength which in turn reduces the Holly King, having been defeated until his turn comes back during Spring once again. This cycle never ends.

Hine-nui-te-pō – Maori. Giant divinity of night, death and the underworld, she receives the ghosts of humans when they die.

Hjúki and Bil – Norse/Scandinavian. Brother and sister pair who are theorized personifications of the moon and its phases. May also represent the craters on the moon.

Holle – Germanic. Spirit of newborn babes emerging from the underworld, also accepting the spirits of the deceased Germanic people.

Horon – Canaanite. Male deity who is coruler of the Underworld. Twin brother of Melqart.

Hors – Slavic. Generally regarded as a sun divinity, he was also seen as spirit of the moon. Not much is known about this being's function. Alternatively known as Khors.

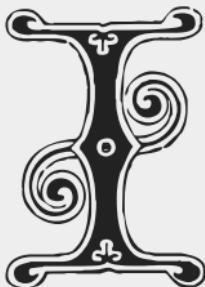
Hoyau – Ainu. Venomous serpent spirits who thrive in summer or by fire sources. Emits a foul odour that, upon contact with bodily musk, causes plants to shrivel and die, burn the hair from the human body and cause swells. Growing too near this spirit may create fatal skin burns. Dragons are said to be the companion spirits of Ainu shamanesses, including the Hoyau. It is argued by some that the Hoyau resemble winged turtles more than dragons.

Huecuvus – South American/Mapuche. Malicious shapeshifting entities sent forth by Pillan, good spirits who may also turn on the people, these daemons bring distress and misery to people. Cause disease, crop failure, other forms of plague, and storms.

Huictiigaras – Abrahamic. Spirit who causes sleep in some and insomnia in others.

Hypnos – Greek. Entity of personified sleep.

He resided in the home of eternal darkness, Erebos. He is depicted as a winged young man. Associated with forgetfulness, poppy systems, and sleep causing opium. Brother of Thanatos, spirit of death.



Iah – Ancient Egyptian. Male moon spirit associated with fertility, healing, travelling, and time. Later allegedly becoming Khonsu. He crosses the night sky, and was invoked to aid in healing, and protect against wild beasts. When the moon shines, it is said women conceive, every throat takes in air, and cattle become fertile.

Iblis – Abrahamic. Male king of the Djinn or ruler of devils in Islam. This entity is debated, he may act in accordance to Allah's will and thus could not have created evil, while others perceive Iblis to have been an ignoble djinn who worked up to his way to heaven, others say Iblis was an angel of heaven before having fallen and becoming a djinn. Iblis is said to have been forged from fire but is not

known if he rose from a smokeless flame like other djinn. There is some text revealing that he may also be Azazil, ruling over lower parts of heaven until refusing to prostrate before the first humans and becoming a fallen angel.

Ifrit – Abrahamic. Commonly viewed as a powerful Islamic ghost also known as Afrit, it is an epithet that evolved to designate a group of spirits. Identified with ghosts of the dead, and sometimes equated with evil Jinn, they reside in the underworld, sometimes in ruins, and temples. Chthonic in nature, Ifrit is also seen as being sometimes benevolent and other times malevolent, carrying out Allah's command, yet generally regarded as ruthless, and wicked. Associated with genitalia, sex, smoke, and fire.

Ilargi – Basque. Moon spirit, she is Mother Earth's daughter. During the day it is said that Ilargi returns to her mother.

Incubus – Abrahamic. Male entity who lays on a sleeping woman, commencing sexual activity with her. Succubus being the female counterpart to this spirit. It draws energy from the woman sexually, causing deterioration in

health, causing impaired mental facilities, and even death. Its operation is similar to the vampire bleeding vitae from its prey.

Imenet – Ancient Egyptian. Female spirit meaning “She of the West”, representative of the necropolises west of the Nile. Said to be hostess of the dead in the afterlife.

Inshushinak – Mesopotamian. Generally known as entity of the underworld, he is associated with Ereshkigal.

Ipos Count & Prince – Abrahamic. Male spirit who can reveal all things past, present and future. Makes men valiant and witty. Usually depicted as a being with the body of an angel and head of a lion, the tail of a hare, feet of a goose, and to some extent with the body of a lion, or rarely as a vulture.

Ishara – Syrian. Origins of her name are unknown, she is a tutelary spirit of the house and associated with love, marriage, disease, divination, the underworld, protection of the king, and oaths.

Itsike – Osage/Midwest American. Trickster spirit. The Winnebago word for trickster is “wakdjunkaga” and is “ishtinike” to the Osage

with “itsike” being another name ascribed to this entity. Many Winnebago tales tell of this spirit’s stupidity, regularly failing tasks and basic things. He is seen as a possible warning against following only the instinctual, and to avoid winding up like this spirit. He is also described as leaving a sacred ceremony in lust after a woman, leaving this ceremony being incredibly taboo. We can surmise that this trickster spirit is also associated with idiocy, rebellion, sudden whims, destroyer of sacred objects, gluttony, cruel murder of animals, sex, and murder among a few. Just about all things borne of denseness.

Itztlacoliuhqui – Aztec. Geist of frost and the lifeless state. In a creation story, the Morning Sun entity Tlahuizcalpantecuhtli decided to shoot an arrow at the spirit of the sun Tonatiuh, for demanding sacrifice and obedience. The arrow missed, and Tonatiuh took the opportunity to throw the arrow back, piercing Tlahuizcalpantecuhtli in the head, where he transformed into the cold frost of Itztlacoliuhqui.

Ixpuztec – Aztec. Underworld entity, individuals traversing through the spiritual realm would encounter this being who would rip their skin off by a wind of knives, these people would then move on as skeletons.

Ixtab – Mayan. Patroness spirit of suicide by hanging. She acted as a psychopomp entity who escorted the souls of these suicide victims to heaven.

Izanami – Japanese. Spectre of creation and death, she is also known as “Izanami no kami”.



Jabru – Iranian. Male entity of the moon.

Jacy – Brazilian. Male spirit of the moon.
Said to be the creator of plant life.

Janus – Roman. Male two-headed spirit of beginnings, gates, time, doorways, duality, transitions, endings, passages and frames. His time is January, the month having been named after him. He resides over war and peace, journeys, and transitions. As a result, he helped in the areas of birth, journeys and exchanges. He represented time and the middle ground between what would be perceived as barbarity and civility, youth and adulthood.

Jambex, Marquis – Abrahamic. An effeminate male or woman, speaks pleasantly and grants the love of great men. A spell

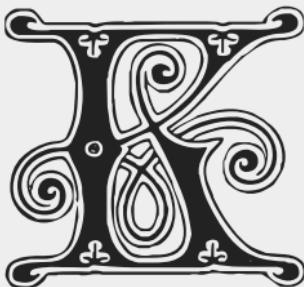
involving crafting a figure out of wax, with “love overcometh love” written on the forehead, this spirit will consecrate the idol and the person in question shall arrive where the magician wills them to.

Jorōgumo – Japanese. Woman spider creature, ghost, or goblin. This creature may also shapeshift into a woman. She lures and devours her humans.

Joorex – Abrahamic. Daemon who teaches the summoner all knowledge of astronomy. Appears as a hart, a male red deer.

Jurupari – South

American/Tupi/Brazilian. Believed to be a demon of darkness and evil, he would visit people in the night and terrorize them with nightmares and bad prophetic dreams, meanwhile preventing them from screaming out for help. Sometimes cause asphyxiation. Described as a “caboclo” which appears to equate with the “redneck”. He wears a crooked smile and noted overall as being being incredibly cruel. To some other indigenous individuals, he is simply a spiritual presence, or an invisible baby.



Kalfu – Haitian. Young male or demon spirit, his name translates to mean “crossroads”. One of the petro, nation of spirits, aspects of Papa Legba. Psychopomp entity who grants or denies access to the other loa. Allows the “crossing” of bad luck, destruction, injustices, and misfortunes. Crossing is the act of placing a jinx or malicious spell upon a specific target. Kalfu’s colour is red, and prefers hot rum infused with gunpowder.

Kali-Ma – Hindu. Dark female deity who is considered master of change, death and time. Thought of as the supreme of all powers that be. She destroys evil in order to protect the innocent. She is also viewed as divine protector and she who grants liberation; “moksha”.

Kalma – Finnish. Female deity of death and decay. Her name translates to “the stench of corpses”. Her favourite areas to linger around are cemeteries and graveyards.

Kapu Mate – Latvian. Male daemon of graves. Protector of cemeteries and graveyards.

Karura – Hindu. Gigantic, fire-breathing beings with the head of a bird and body of a human of any gender. The Karura feed on serpents and dragons. These beings may attack mortals and only those who have converted to Buddhism, or a dragon who possesses a Buddhist talisman, may potentially escape unscathed.

Kek – Ancient Egyptian. Primordial spirit of chaos and darkness. Represented by a frog headed man.

Kenas-unarpe – Ainu/Japanese. Female blood-drinking monster deity who would also prey upon human hunters. Sometimes called to assist during childbirth.

Keres – Greek. Female deities drawn to death and destruction upon the battlefield.

Personification of violent death despite lacking the ability to cause death.

Khonsu – Ancient Egyptian. Male ramheaded deity associated with the moon and lunar energies.

Kimaris – Abrahamic. Male daemon who appears as a godly warrior riding a black horse. He holds the abilities of locating hidden or lost treasures, he teaches grammar, rhetoric and logic, and makes a man into a warrior of his own likeness.

Klepoth – Abrahamic. Daemonic servitor of Syrach, according to the Secrets of Solomon. Brings dreams and visions of any sort.

Kopé Tiatie Cac – Senegal/African. Supreme creator spirit associated with death and plague. When the first humans did not die, he saw humans pour tears over a dog who had died, he unleashed death upon humans as a result of anger that a group would mourn the animal.

Kore – Greek. Also known as Persephone, she is the daughter of Zeus and Demeter who was kidnapped and taken to the underworld by Hades. She became queen of

the underworld. Her stay with Hades is temporary, where she leaves and brings with her fertility and life to the land, only to return each Autumn, staying throughout Winter.

Considered the personification of Spring.

Associated with death, flowers, destruction, deer, life, pomegranate seeds, and fertility.

Krampus – German. Male horned, anthropomorphic spirit who would appear during the Christmas season, he would scare children who misbehaved and punished them. Children who behaved well were visited by Saint Nicholas, a Santa Claus figure, who would gift the child something benevolent in nature such as chocolate, oranges, dried fruit, and nuts.

Krasue – Southeast Asian. Usually female, the Krasue origin is unknown but spans across much of south east Asia. One popular story is that of a woman attempting to conduct black ritual failing, thus she is doomed after death to feast on rotten, uncooked, or smelly foods including blood. Various depictions of this being is made though a popular one describes her as

having a woman's head with long black hair, and exposed trachea organs usually comprised of her heart, long stomach and string of intestines. The spirit is unable to shed this form until she finds a suitable, commonly female individual, to pass the curse onto, so that she may re-enter the cycle of reincarnation. Methods of defence against the Krasue include placing thorny things around living spaces, the ghost will not pass through for fear of catching her intestines in the material. Also claimed that women who practice witchcraft overall, or who have sinned, are doomed to become Krasue.

Kroni – Hindu. Primordial manifestation of evil, creates evil in the form of spiritual beings.

Krun – Abrahamic. Gnostic being of the underworld, and supporter of the physical realm. Represented by the lion.

Kumiho – Korean. The nine-tailed fox, it may transform at will as one ability it possesses, and usually shapeshifts into a beautiful woman with the agenda of seducing boys in order to feast on their heart or liver.

Kuntilanak – Indonesian. Usually taking the form of an astral bird, it sucks the blood of virgins and young women. Making a “ke-ke-ke” noise as it flies, black magic may be used to bring this entity to cause a female target to become sick. This sickness commonly manifests as vaginal bleeding. If a man approaches this entity in female form, it will turn and reveal a hollow back. She may be defeated by plummeting a sharp nail into the top of her head. Like the Pontianak, she desires revenge against a man, and feminine laughter or baby’s crying heralds her arrival.

Kuu – Finnish. Female personification of the moon.

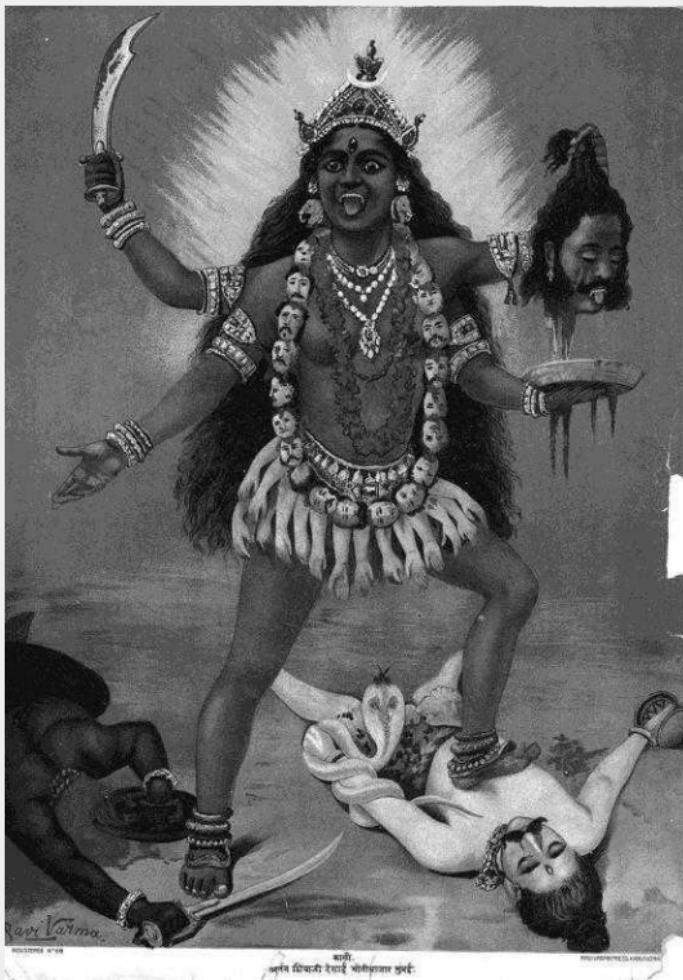
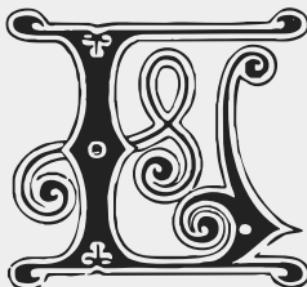


Figure 7: *Kali* by Raja Ravi, circa 1910.



Lachesis – Greek. The second of the three Fates, she measures the length of thread designated to spin on Clotho's spindle, and sometimes would determine the length of life an individual may live, and their destiny.

Lakang Balingasay – Filipino. Male divinity of insects. Thought to be the equivalent of Beelzebub. Associated with bees, ants, and beetles. Not much else is currently known about this spirit.

Lamashtu – Babylonian. Female spirit known as the daughter of heaven, she had free reign over infants. Her malicious nature was not dictated by others but forged of her own free will. She is seducer of men, killer of foliage, harmer of children and women, drinker of blood, and the cause of disease,

sickness, and death. Depicted as a lion headed entity, has bird-like talons for feet, breasts suckled by a pig and dog, and rides on the back of a donkey. Her likeness is similar to Lilith. See Litlith.

Lamia – Greek. Child eating monster who was sometimes depicted as a night-haunting daimon. Initially a beautiful queen of Libya who had an affair with Zeus, Hera discovered this and robbed Lamia of her children, cursed her with insomnia and incapable of closing her eyes. The loss of her children made Lamia insane, causing her to snatch up any child she found to eat them. Due to such cruel acts, her appearance changed to match such awful engagements, and she changed to become monstrous and ugly. Zeus gave Lamia the power of prophesy and the ability to remove her eyes as to stop obsessing over her deceased offspring. Lamia also became a sort of ghost, conflated with the empusai, who seduced young men and fed on their bodies afterward.

Lauma – Baltic. Female fairy entities who appear as naked maidens with long fair hair.

These beings swell in forests near water sources or stones. Wishing for children but unable to give birth, they typically kidnap babies to raise as their own. Sometimes marrying young men and become very apt at domestic duties, they are also swift spinners and weavers. They are temperamental entities, benevolent motherly fairies, helpful to poor girls and orphans. However, if in any way angered, they become incredibly vindictive, especially if it pertains to a disagreeable man. To the Lithuanians, a lauma was sometimes named a “lauméragana”, this could mean she was a “ragana” or a prophetess at some point. Later during the 18th century, the laumé was jumbled up with “ragana” and came to signify a with the ability of shapeshifting into a snake or toad. A considerable number of downfalls was attributed with the laumé from this time period onward in the region. Other stories tell of Lauma originating as a sky spirit, that her compassion for the suffering of humans brought her down to earth so that she may share humanity’s fate.

Laverna – Roman. Female deity of cheats, thieves, and of the underworld.

Lelwani – Hittite. Female deity of death. She ruled the sun in the earth, meaning the sun when set and any lava or magma from within the earth.

Leonard – Abrahamic. Also known as Master Leonard, he is grand master of nightly orgies of demons and shapeshifter. Described as a three-horned goat, with a black human face. Worshippers are alleged to be marked by his horn, and granted flight as an incubus if male, and metamorphosis into "monstrous animals".

Lempo – Finnish. Male spirit of love and fertility, he is an erratic spirit who can be dangerous as well as beneficial. He has the ability to possess an individual and turn them to destruction.

Les Lavandières – Celtic, The Midnight Washerwomen, they are old women who will wash either the regular or bloodied clothing of those about to die at the water's edge. Thought to relate to the Triple Goddess figure of Celtic belief. Dressed in green, they are

thought to have webbed feet, relating them to the Breton “cannard noz” or “night ducks” to the Bretons.

Leshy – Slavic. Shapeshifting male deity of the forest and of hunting. May lead travellers astray and abduct children. Known to act neutral to humans, behaviour relying on the mortal’s disposition toward the forest, he could still steal away children cursed by their relatives.

Leraje, Marquis – Abrahamic. Male daemon archer who starts battles and putrefies arrow wounds. Has the ability to drive away mobs.

Leta – Etruscan. Female infernal deity.

Leviathan – Abrahamic/Mesopotamian. A sea monster of unknown gender that appears in Ugaritic stories of Baal. In a biblical sense, Leviathan appears as a multiheaded sea serpent who was murdered by YHWH and given as food to Hebrews out in the wild. Leviathan is also a symbol of Israel’s enemies, in Job 41, Leviathan is a sea monster and symbol of YHWH’s creative powers.

Lewteffar – Abrahamic. Spirit who teaches the art of astronomy, the liberal sciences, and necromancy. Said to appear as a man with the feet of a mole, hands of a bear, tail of the viper, and rides a dragon.

Leyak – Southeast Asian/Indonesian.

Vampiric and cannibalistic entities of any gender. Leyak feed on corpses, haunt graveyards and, at night, shapeshift into a multitude of animals including pigs and fly about. Their tongues are unusually long and this trait is accompanied by sharp fangs. During daylight hours they appear as normal humans but at night they will detach their heads from the body and fly with entrails attached. While similar to the Krasue, the Leyak predominantly feed on humans and have a mistress known as the "queen of Leyak", named Rangda. She is a widowed witch said to be followed by malevolent demons. According to Balinese beliefs, Leyak are said to be the source of certain illnesses or deaths.

Libanza – African. Male creator spirit. He lives at the bottom of the Congo River; he

causes floods to punish humanity as well as to create prosperity on the land.

Libitina – Roman. Female spirit of funerals and burials. She is associated with Venus and Libitina's name is sometimes used as an epithet for Venus.

Lietuvēns – Latvian. Spirit of a murdered individual and who is cursed to remain in this world for as long as they were meant to live. It may be the soul of an unbaptized child. This entity will attack people and domestic animals. Sleep paralysis is thought to be caused by these beings. In Latvian belief, moving the left toe of the left foot removes this type of attacker. These spirits enter a household through keyholes, slots in a door, and cracks in a wall. They cause nightmares, and can strangle a victim. Their movements are fast and this being's arrival takes place at noon or night, appearing as a laboured child, it may also take form of a vicious woman or witch. A ward against these creatures is drawing a pentagram as the simplest form of protection, blades and sharp objects also

injure this type of spirit as well as rowan sticks, used to hit them with.

Lilith – Sumerian. Female wind spirit, from a class of other sisterly energies of the same degree, which would prey on women and children. Said to have the feet of a Zu bird talons and wings. The Babylonians granted her the epithet "Hand of Inanna" as she was described as being Inanna's sacred prostitute. Jewish stories adopted this figure and would later state Lilith as the first wife of Adam, refusing to be submissive. Declined equal status to Adam, she flew from the Garden of Eden and hid inside a cave, three angels were sent to search and bring forth her return but failed. She was later damned and cursed by God. See Lamashtu, Lilitu.

Lilin – Abrahamic/Mesopotamian. Hostile spirits of the night who attack men.

Lilitu – Mesopotamian. Sisterly wind and storm spirits to the Sumerians, these energies were also associated with disease, lions, and desert. Each of these spirits are said to have feet of the Zu bird, this type of bird is translated as a bird of prey, eagle,

vulture, and sometimes this translation refers to owls. Other depictions of the Anzu bird include an eagle monster with lion's head. Their etymology morphed with time as later they became one figure accompanied by other classes of spirits, eventually leading us to the succubi entities and similar. Ardat Lili or "Lilith's Handmaid" would sneak into a sleeping man's room and beget children of him, Lilu is reported as succubus. Irdit Lili was also succubus and Ardu Lili's counterpart.

Liao – Native American. Deity of the underworld, he fought a great battle against sky spirit, Skell, this caused Mount Mazama to erupt, forming Crater Lake.

Loki – Scandinavian. Male deity who sometimes acts in aid or maliciously to other spirits. Associated with chaos, trickery, earthquakes, and shapeshifting.

Louhi – Finnish. Malicious witch queen with the abilities of changing shape and creating great enchantments.

Lucifer – Greco-Roman. Male deity known as "The Lightbringer" and "Morning Star".

First witnessed in the sky before the sun rises properly and while the sun sets. Associated with planet Venus which is also known as the Morning Star. Deity harnessing great knowledge, power, authority and operates as a current of change and as stagnancy in their finality. There are many stories of other spirits mirroring known tales of Lucifer that span globally. It is suggested “Hesperus” would have taken foothold of the personification of the evening aspect of the “Light Bringer”. In the Ars Goetia there is no listing for, but only mention of, Lucifer. From a hypothetical viewpoint it would seem he imparts deep trust into each spirit he works with, seeing them as capable of maintaining their selected stations, and carrying out their specialized tasks.

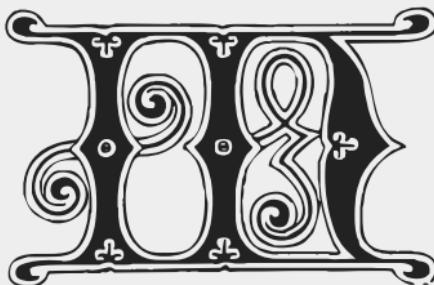
Lucifuge Rofocale – Abrahamic. Male entity of pacts. Said to be in charge of Hell's government. Has power of all worldly treasures and is claimed to be devoted to Lucifer, according to the Grand Grimoire. He is also claimed to be Hell's treasurer. Spells involving Lucifuge declare that one must bind

him to a pact before anything else may be done, this also involves one giving to Lucifuge a portion of every treasure the conjurer obtains, show charity to the poor, and keep the pact a secret, this spirit may also take the conjurer's soul if he pleases once fifty years has transpired.

Luna – Roman. Female divine embodiment of the moon. Sometimes depicted as a triple aspected entity, her name sometimes also was an epithet to refer to other spirits such as Juno.

Lur – Etruscan. Male entity of prophecy, protection, martial characteristics potentially residing in self-defence, darkness, and the underworld. Lur is linked to Laran due to a vase found near a San Giovenale sanctuary translating to "I am Lurs, that of Laran".

Lyssa – Greek. Personified deity or rage, frenzy, rabies, fury, and animals. She was an agent of Dionysus sent to drive Minyades, three sisters neglecting their worship of Dionysus, insane.



Macha – Celtic/Irish. Divinity of life, war, sovereignty, land, and death. She is alleged to be an aspect of The Morrigan. Associated with crows, she would eat the flesh of fallen enemies on the battlefield.

Macaria – Greek. A name granted to two entities who are believed to be separate but mentioned together in the Byzantine Suda. There is a specific singular entity stated as daughter of Hades and embodies blessed death. Instead of misery, the Suda connects this name to “be gone to blessedness” as death was not a form of damnation.

Medb – Celtic/Irish. Also known as Maeve, she is a spirit of war, intoxication,

and indulgence. She has quite a temper with a lusty appetite. Associated with death and destruction, a fierce warrior entity.

Mahakala – Hindu. Male guardian entity of consciousness, the basis of reality and existence. He is the fierce manifestation of Shiva and consort to Mahakali. He is said to appear with a crown of five skulls, representing the transmutation of the five “klesas” or “negative afflictions” into the five wisdoms.

Mahakali – Hindu. Female entity of destruction and doomsday. She is the fiercest spirit of universal power, life, death, time, and both rebirth and liberation. She consumes “Kala” or “Time” and continues her own dark formlessness. Consort of Mahakala. See Mahakala.

Mah – Persian/Zoroastrian. Lunar spirit. Associated with light, warmth, wealth, possession of water, knowledge, riches, discernment, wealth, healing, goodness, and causing plants to grow.

Malphas, President – Abrahamic. Male spirit who appears as a raven and is said to be second in command to Satan in some texts. If asked, he may transform into a man with a hoarse voice. This daemon is believed to build houses, strongholds and high towers, tear down the buildings of enemies, destroy enemies' desires, and make such desires known to the invoker, and all these enemies have done. He can give good familiars, find good workers, and swiftly bring armed spirits together from all corners of the world. Sacrifices are accepted when offered, but this may cause Malphas to deceive a summoner.

Malsumis – Abenaki/North American.

Malevolent divinity of chaos and thorns. Attempts to weave evil into the world, and harm or kill people.

Maman Brigitte – Haitian. Female Vodou entity, or Loa, of death. She is one of the only white Loa, and has further powers over life, justice, motherhood, fertility, crosses, gravestones, cemeteries, women, souls of dead relatives, passion, and obscenities.

Described as a black rooster, her consort is Baron Samedi. It is thought that this spirit is linked to Brigit of Kildare, Ireland.

Manananggal – Southeast Asian/Filipino.

Vampire entity of any gender. Left at the altar, grooms to be are a predominant target, the Manananggal remove themselves from the lower torso and sprout wings in search of prey, pregnant women being another source of sustenance, where blood of the unborn infants' hearts would be sucked through their proboscis-like tongue. These spirits also haunt those in love or newly-weds. Similar to the Krasue in needing to reattach itself to the rest of their body before sunrise, their differences lay in that should garlic be smeared on the standing lower torso, or if salt/ash were to be poured here, the creature would perish, unable to rejoin their two halves.

Sunlight usually destroying them.

Alternatively known as Tik-Tik.

Mangagauay – Filipino. Witches who would pretend to heal the sick, cause death either over time or immediately, and could also prolong life if they chose.

Mangala – Hindu. Male personification of Mars. Rules over anger, celibate, and aggression.

Mania – Etruscan. Female deity of the dead, and ruler of the underworld alongside Mantus. Said to be the mother of ghosts, the undead,

and other spirits of the night. She receives sacrifices of slain youths during the festival day of May 1st.

Manannán – Celtic/Irish. Warrior and king of the underworld. Usually associated with the sea and mentioned as member of the Tuatha Dé Danann. Uses a magical mist called “féth fíada” to shroud the homes of the fairies and other entities.

Máni – Germanic/Norse. Divine personification of the moon.

Mano – Sámi/Nordic. Female personification of the moon.

Mantus – Etruscan. Male spirit of the underworld, he rules alongside Mania therein.

Mara – Latvian. Female earth aspect of the highest of Latvian ghosts. Her masculine aspect is Dievs. She is protector entity of women, children, the works of women, fertility, and farming. She absorbed the bodies of the deceased while her brother took up their souls. See Dievs.

Marbas, President (Also Barbas) –

Abrahamic. Male daemon said to answer all

questions regarding hidden or secret things truthfully, he causes and heals diseases, grants wisdom and knowledge in mechanical arts, and shapeshift humans into other forms. He takes the image of a great lion, if asked however, he will transform into a man.

Marchosias, Marquis – Abrahamic. A male spirit who presents as a fire spitting chimeric wolf with griffon's wings and tail of a serpent. If asked, he will take on the form of a man. He will sometimes take on the form of a female wolf in animalistic shape. He is a hard fighter and offers true answers to the invoker's questions. A faithful spirit to the invoker in following commands.

Maria Sinukuan – Spanish/Philippino. See Apúng Sinukuan.

Marid – Abrahamic. Rebellious Islamic spirits. Considered evil.

Marmalik – Afghanistan. Pre-Islamic chthonic underworld spirit.

Marshiones – Abrahamic. Teaches everything on herbs and stones. Described as a male with a serpent's tail. May be related to Marchosias.

Maru – Maori. War energy well known to New Zealanders; the Hawaiian Islands believe him to be an evil restless being without time to grow his own food sources. Also known as spirit of “wai Maori” or “fresh water” such as streams.

Mastema – Abrahamic. Either an angel who carries out Jehovah’s punishments, and tempter of human faith, or a fallen angel of disaster, father of all evil, and flatterer of Jehovah. He is depicted as the latter in the Dead Sea Scrolls.

Maya – Hindu. Female energy who deludes living beings to turn away from God and brings them to the world of illusion. Promotes greed, anger, and arrogance. Her power is at its highest during the time of Kali Yuga.

Mayari – Filipino. Moon spirit, she rules the world during nightly hours. Viewed as the most beautiful being of all the constellations.

Mazoku – Japanese. A class of evil spirits. A mao, or king, is ruler of the mazoku. Thought to endanger human safety or rebel against deities.

Mbwiri – Central African. Demonic entity who possesses people. Victims are usually diagnosed with epilepsy by a medical practitioner. When possession happens, a shaman is called, where they will assist until the afflicted is cured. It is claimed that Mbwiri detest good living and is the best way to be rid of the spirit. The process conducted by the shaman is not always successful and the victim succumbs to insanity.

Melqart – Canaanite. Male deity and ruler of Tyre, the Underworld and vegetation cycle. Co-ruler of the underworld with his twin brother Horon.

Mēn – Phrygian/Roman. Male moon spirit who presides over lunar months.

Mēness – Baltic. Male personification of the moon. He regains strength monthly as it is imparted to all that grows. He appears in a starry gown, riding a chariot drawn by grey horses, and displays war entity traits. In some tales he is unfaithful to Saule and is punished by Pērkons. In other stories he is main suitor of Saule, or one of her daughters. Associated with warfare.

Merihim – Abrahamic. Demon of pestilence and of infernal storms. A predatory being who combs the earth in search of new victims, he specializes in creating suffering. Attributed with anger, vengeance, and violence in the “Complete Book of Demonolatry Magic”. “The Black Grimoire of Satan” associated him however with pestilence, sickness, malady, plague, and death. Inhabits Thagirion in the Qliphoth. Despite previously mentioned associations, Merihim can elevate knowledge of a magician, strengthen astral, social, and body language reading skills. Also aids in bringing about quick financial opportunities, resolve conflicts, and teaches natural medicine.

Meylupa – Filipino. Crow divinity and ruler of earth, place between the underworld and Kaluwalhatin, Tagalog heaven, excluding any waters. He resides in the central earth realm, choosing not to leave. Sends forth birds that serve him in the form of crows.

Mictlāntēcutli – Aztec. Ruler of the dead and king of Mictlan, lowest and northernmost areas of the underworld. Worship of this

spirit sometimes involved ritual cannibalism.

Milu – Hawaiian. Entity of the dead and ruler of the underworld known as Lua-o-Milu. He had a plethora of spirit catcher beings under his command who would trap travelling ghosts and take them to his underworld abode.

Mrng Po – Chinese/Buddhist. Also known as “Lady Meng”, she is keeper of realms beneath the earth, and presides over the realm of the dead. She will remove the memories of those destined to reincarnate in order to offer a clean slate to the soul.

Menhit – Nubian. Lioness headed deity of war and a crown entity. Later adapted into ancient Egyptian religion. Associated with Neith, Sekhmet and Uadjet.

Mercury – Roman. Male spirit of financial gain, eloquence, commerce, messages, communication, trickery, divination, travellers, luck, boundaries, thieves, and serving as guide of souls to the underworld.

Mogwai – Chinese. An evil or monstrous spirit who inflicts harm on humans.

Morana – Slavic. Female spirit of winter. She is associated with fertility, cold, frost, nature, after life and death. Another of her names may be 'Mother of Souls'.

Morail – Abrahamic. Spirit who can make anything invisible.

Morax, Count & President – Abrahamic.

Male energy who presents himself as a bull with a man's face. He teaches astronomy and all other liberal sciences. He is wise and knowledgeable on herbs, plants and precious stones, will grant good familiars.

Morrigan, The – Celtic/Irish. Female deity of Irish war, lust, magic, crows and ravens. Claimed by some to be a collective of three sisters in total, her other sisters possibly being Badb and Macha.

Mors – Roman. Personification of death, genitive mortis. Mors is a feminine word but no depictions of death as a woman are known.

Mot – Canaanite. Male deity of death.

Mephistopheles – German. Appearing first in Faustian writings, he made a deal with the devil in exchange for his soul. He also has

associations with appearing as a devil summoned by Faust as claimed by Goethe. This spirit claimed to be a demon working for Lucifer according to Faustus, allegedly collecting the souls of the damned yet not seeking to corrupt any mortal.

Mrtyu-mara – Japanese/Buddhist. A spirit who makes humans long for death. Upon being possessed by this spirit, in sudden sensation of shock, a person would suddenly want to die by suicide. Connected to the evil celestial daimon Mara who attempted to seduce a prince named Siddhartha with visions of beautiful females, these women are alleged to have been Mara's own daughters.

Murmur, Count & Duke – Abrahamic. Male daemon would appear as a soldier riding a vulture or griffon, wearing a ducal crown. The sound of trumpets bellow from his two ministers walking before him. He teaches philosophy, brings before the invoker the souls of the dead to answer their questions. He is a master necromancer who can be revived and control the deceased alongside

their souls. Some say his image is simply a vulture alone.

Mutu – Assyrian. Spirit personification of death and ruler of the underworld.

Myling - Scandinavian. Corporeal bodies carrying the souls of dead children, roaming the earth until successfully persuading an individual to bury them properly, normally in holy soil. It was an unwanted child left outside to perish. These entities chase lone strangers and chase on their backs, forcing a person's hand so that they may be buried. Described as gigantic, the Myling become heavier as they are carried to a graveyard. The person attempting to aid this spirit may sink into the soil as a result, and if the living party is unable to bury the Myling, the spirit will kill the human in a rage.



5: *The Morrigan as Crow* by Joseph Christian Leyendecker, (1874 - 1951).



Na'amah – Abrahamic/Kabbalah. Meaning "pleasant", she is sister of Tubal-Cain and conflated with another Naamah, descendant of Cain and daughter of Enoch, who she is said to originate from. Seducer of Adam alongside Lilith who gave birth to demonic children, Plaguer of Mankind. Both she and Lilith cause seizures in children. In the Qliphoth, she opposes Malkuth in the Kabbalah.

Nadubi – Australian. Aboriginal divinity described as an evil woman with stingray barbs coming out of her joints.

Nambroth – Abrahamic. Also known as Frimost, he holds sway over women, helping the summoner to obtain sexual relations from them.

Namtar – Mesopotamian. Either a minor deity or spirit of disease. Was entrusted with keeping various malevolent entities in the underworld through some incantations.

Labelled as an assistant entity of both Erishkigal and, on occasion, Nergal.

Nanna – Sumerian. Male spirit of the moon.

Nathum – Etruscan. Underworld demonic spirit or fury. May either be male or female.

Nehebkau – Ancient Egyptian. Initially an evil primordial spirit, he later served as a funerary geist associated with the afterlife. He judged the departed and bestowed their ghosts with “ka” or the part of the soul discerning the dead from the living.

Considered the original Egyptian serpent entity.

Neith – Ancient Egyptian. Female deity who is prime creator of the Universe, all that inhabit, and who governs it. Associated with childbirth, cosmos, fate, water, war, weaving, wisdom, mothers, hunting and rivers.

Neper – Ancient Egyptian. Male deity of grain. He later became as aspect of Osiris.

Nephilim – Abrahamic. Strong and tall, giant-like entities believed to have been birthed through an angel's and human's union. Said to appear as hybrid-like beings and a danger to humans. All mentioned as being destroyed in the Book of Enoch through the Great Flood.

Nephthys – Ancient Egyptian. Involved with funeral rites alongside Isis due to their roles as protectors of the mummy, and of Osiris. She is associated with mourning, night and darkness, childbirth, protection, the dead, magic, health, beer, embalming, and service, particularly temple services.

Nergal – Mesopotamian. Male ghost of war, disease, and death. Known as “god of inflicted death”.

Neti – Mesopotamian. Gatekeeper of the netherworld, she is a chthonic underworld divinity, and servant of Ereshkigal. Mentioned in Inanna's descent into the underworld.

Nextepehua – Aztec. Chthonic underworld spirit. His name translates to “ash scatterer”.

Nga – Siberian. Being of death to the

Samoyedic peoples inhabiting Siberia.

Ningishzida – Mesopotamian. Spirit of vegetation, the underworld, and war on occasion. Associated with snakes, it was believed that he spent half of the year in the land of the dead.

Nosoi – Greek. Personified daemons of plague, sickness, and disease. They were evil spirits that were among many to have escaped Pandora's box.

Notsnitsa – Baltic/Slavic. Nightmare spirit also known as Kriksy, Plaksy, Načnica, Nocnica, and Vidine as a few examples. She is said to terrorize children at night. Defense against this spirit is to carry a witches' stone, or a stone with a hole in the center, mothers may place a knife within a cradle or draw a circle around them with a blade for protection. The Notsnitsa sits on an individual's chest and suck on the person's life energy.

Niya – Lechitic. Deity of the underworld. Their sex and function is unknown as of writing. Possibly a psychocomp entity. This

spirit could also have been known as Tiya or Diya.

Nun – Ancient Egyptian. Named both the primordial spirit who dwells in the underworld, or the personification of the underworld or primordial waters from which life springs forth.

Nyx – Greek. Female spirit who is primordial personification of the night. She is the motherly source of day and light. Later she went on to birth destruction, death, old age, sleep, dreams, friendship, destiny, doom, pain, distress, blame, retribution, deceit, and strife. It is said that she is a being of such grand power and beauty that even Zeus fears her. Known as mistress of the underworld.



Obambou – Central Africa. Evil spirits possessing individuals to cause sickness, despite this, the Obambo holds the power to do good or bad depending on its choice. It may sometimes wish for a home to be built for them. To some tribal groups this spirit is referred to as a devil, or as an incorrectly buried person.

Obayifo – Ashanti/African. Vampiric or witch figures who possess the bodies of men and women. They are said to be obsessed with food and have shifty eyes. They emit fluorescent light from their armpits and anus while travelling at night.

Ogdoad, The – Ancient Egyptian. Eight primordial divinities of darkness which existed before light. Creating from

themselves instead of sexual reproduction, from the primeval waters, inside an egg, did the sun spirit rise. This Ogdoad comprised of Nun, Heh, Kek, and Amun, each having their consort, a variation of their own name with the addition of “-et” at the end, resulting in the number eight. Nun represented the primeval waters, Heh is suggested to be personification of un-limitation or earth and air, Kek represents primordial darkness, and Amun may represent inactivity.

Odin – Norse/Germanic. Male deity of knowledge and wisdom. Gave up an eye in his pursuits. Is said to be accompanied by his familiars Huginn and Munnin who are both ravens, that or his wolf companions Geri and Freki. Sometimes noted as riding his eightlegged horse Sleipnir to the Underworld. Associated with sorcery, frenzy, war, battle, royalty, gallows, possession, poetry, victory, Yule and runes.

Ogbanje – Igbo/African. An entity believed to have malicious intent with plaguing a family with ill fortune. When translated the word becomes “children who come and go”

and is synonymous with a stubborn child.

Often translated as “changeling” as well.

Ogbunabali – Igbo/African. A death spirit who kills individuals at night. These people are said to have committed crimes considered heavily taboo.

Oni – Japanese. A type of spirit of any gender, often of great size and strength and with a fearful appearance. This type of entity is thought to be foreign in origin, possibly introduced from China and Buddhism.

Believed to be cruel and malicious, these spirits can be converted to Buddhism.

Typically thought to be blue-grey, pink or red, horned with three toes and three fingers.

May also appear with three eyes.

Orcus – Etruscan. Male spirit of the underworld, punisher of broken oaths. Depicted as a hairy, bearded giant. His name was also used to label the underworld, similar to Hades.

Ördög – Hungarian. Male shapeshifting being of death, disease, wicked things, and ruler of the Underworld. Controls malevolent forces and the world.

Orias, Marquis – Abrahamic. Male energy who teaches the virtues of stars and the influence of every planet depending on the house, or astrological sign in which it currently is in, the influence of that sign on an individual as per their zodiac sign they have inherited at the moment of birth, or at the moment of asking a question to that astrologist. He also grants dignities, prelacies, and the favour of friends and foes. Can change of the shape of any man into another.

Orobas, Prince – Abrahamic. Male daemon who carries the shape of a horse walking on hind legs but can shapeshift into a man upon request. He can give true answers to any question regarding past, present and future, divinity, and the creation of the world. Also gives dignities and prelacies, and obtains the favour of friends and foes. Orobas remains faithful to the invoker, does not allow any spirit to tempt them, and never deceives anyone.

Ose, President – Abrahamic. Male spirit who teaches all liberal sciences, grants true

answers about divine and secret things, also brings insanity to any person the invoker wants, making them believe that they are of grand importance such as a Pope. His spells last only one hour at a time. His image is that of a leopard that switches to a man after a while.

Oshun – Nigerian/African. Commonly named the river Orisha, she is shown as a protector, nurturer, or saviour of humanity. Associated with purity, femininity, fertility, beauty, sensuality, love, and water. However, she was also prone to vanity, spite, and jealousy, taking life just as easily as granting it. In a fit of rage, she attempted to flood the world until being appeased. As a result, she may also be associated with death.

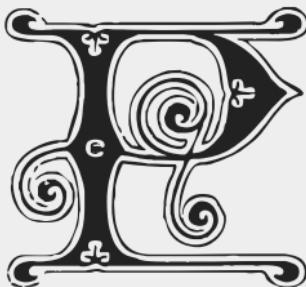
Osiris – Ancient Egypt. Male deity of agriculture and later the underworld. Associated with Set as Osiris was torn limb by limb at the hands of Set in a tale from the ancient Egyptians.

O Tokata – Indonesian. Malignant spirit of the dead who was unable to transform into

an ancestor entity, as a result he has become dangerous. He comes from the forest and causes bad humour, nightmares, and affects their legs. To repel this ghost, one must with their heads pointing toward the inland. Another tale speaks of this being exiting from the ground.

Owuo – Ashanti/African. Daemon of death and destruction of human life. Described as a red skinned, barely clad one-eyed giant, heavily coated in hair that is usually said to be white, and capable of carrying large things such as elephants, and tusks.

Oya-Yansan – African. Fierce warrior and ruler of extreme weathers, such as thunder, harsh winds and rain, lightning, fire, magic, death, and rebirth. She guards the underworld.



Paimon, King – Abrahamic, possibly Iranian. Great male spirit. King of Hell who can grant knowledge of the arts and sciences. Can tell all manner of things past, present and future. Notably accompanied by a dromedary; a single humped camel. Unverified accounts report a jovial spirit who is mentioned as friendly to beginners in spirit contact, others have claimed the opposite however. May bring sinister spirits with his arrival, caution is advised when making contact. Has connections to the Kabbalah's Gimel.

Pajau Yan – Cambodian. Divinity of health and healing, she was sent to the moon, from here she prepares and gives flowers to the

recently deceased to ease their transition into the underworld.

Pana – Inuit. Spirit of the underworld, Adilvun, who cared for souls before their reincarnation.

Papa Guede – Haitian. Vodou psychopomp spirits who waits at the crossroads for spirits to guide. He is believed to be the first man to have ever died, Papa Guede will not take a life before its time. He has a crass sense of humor, the ability to read others' minds, and knows all that happens in the land of the living and dead. Described as being a short, black man with a high hat on his head.

Papa Legbo – Haitian. Vodou loa and intermediary between humans and the loa. He resides at a spiritual crossroads, either granting or denying access to other entities. Believed to speak all human tongues, he is a great public speaker, and is associated with dogs. Aid communication, understanding, and speech. Described as an elderly gentleman with a crutch or cane, smoking a pipe, or drinking carbonated water. Viewed

as a horned trickster, and phallic spirit to the Nigerians and Togolese.

Patollo – Prussian. Spirit of the dead and the underworld. Said to be an angry, ruthless, frightening and evil spectre. Depicted as an old man with a white beard, and white headdress. Said to haunt the living if they disobeyed the priesthood or buried the departed without necessary sacrifices to the spirits.

Pazuzu – Mesopotamian. Personifying Wind of the West. Upheld kingship over the Lilu wind demons. Considered both a dangerous and destructive wind, he also repelled other spirits, safeguarding the home from their influence. Most known for protecting pregnant women and mothers, he would defend those from the feminine spirit Lamashu, she being his rival. Pazuzu would be invoked during ritual and his image provided means of protection. Hanpa is most likely his father. He was also used to repel the Egyptian entity Bes, this is besides protecting against the windy forces of Lilu and Lamashu.

Peckols – Prussian. Entity of darkness, the dead and the underworld. Said to be an angry and evil spectre.

Pelesit – Indonesian/Malaysian. A familiar ghost, it makes a buzzing sound. Often depicted as a grasshopper or cricket. This type of hereditary familiar is thought to only be owned by females, males would have a bajang, both of which being quite similar. Ritual to acquire a Pelesit involves an incantation and biting off the tongue of a deceased child. Should the tongue be properly stored with the necessary rituals, it becomes this familiar. This type of demon will attack victims tail-first. A tell-tale sign of possession is raving about cats. The pelesit is associate with the polong which it often keeps as a pet. A shaman can cure the victim with the appropriate incantation.

Pentagnony – Abrahamic. Spirit who gives the ability to attain invisibility and the love of great lords.

Pesta – Norwegian. Female disease demon and personification of the Black Plague. She is described as an old and pale woman, with

black, drooping hair, black eyes, and red stalks. She would wander from farm to farm and spread disease with every step taken. In her hands she held a broom named a “sopelime” and a rake, sweeping where people would die, and raking where people would live.

Phi Tai Hong – Thai. A vengeful and restless ghost of a person who suffered a violent or cruel death.

Phoebe – Greek. Grandmother Titaness of Apollo, Artemis, and Hecate. She is a prophetess and associated with the moon, her name meaning “bright” has been attributed to many lunar spirits. She is also one of the moons of Saturn.

Pichal Peri – Hindu. A reverse footed woman, with long black hair which covers her face.

Pinga – Inuit. Spirit of the hunt, fertility, and medicine. She is a psychopomp entity who brings energy of the fresh dead to Adilvun, the Inuit underworld.

Piru – Finnish. A nasty spirit of the forest who an individual who is obnoxiously

selfassured either wins or loses a battle of wits against, giving or receiving forfeit in return. In many scenarios, hauntings or poltergeist activity is referred to as “pirus”.

Pishacha – Buddhist/Hindu. Flesh eating and shapeshifting demons with red eyes, and protruding veins, they enjoy darkness and are described as haunting areas of cremation. Gifted with the ability to turn invisible. These entities also feed on human energy, possess them and change their thoughts. Victims may suffer from insanity and a whole host of maladies.

Pluto – Greek. Ruler of the underworld and earlier name for Hades. He presides over the afterlife, and is commonly conflated with Ploutos, Greek entity of wealth, given that important minerals were found underground. Pluto is also a chthonic being as seeds were buried deep in the earth that sprouted future harvests.

Pocong – Indonesian/Malaysian. A spirit trapped inside their shroud, or known in Indonesia as kain kafan, after the length of cloth used in Muslim burials. It is wrapped

around the body of the deceased, it is then covered in white fabric tied over the head, beneath the feet, and on the neck. If these materials are not removed after forty days the spirit will jump from its grave to warn people that the ghost must be released. Once no longer confined, the spirit permanently leaves earth.

Poena – Greek. Personified daemon of vengeance, punishment, retribution, recompense, and penalty for murder, and manslaughter.

Polong – Malaysian. Malevolent female spirit the size of a finger joint. They are created from the blood of a murdered male stored in a type of round bottle with narrow neck. Incantations are recited above the bottle for one to two weeks, and the blood becomes a polong. Its creator is referred to as either their mother or father. They attack victims according to request, and is preceded by its pet known as the pelesit. It enters the victim's mouth and chirps. The polong follows with possessing the individual, causing insanity until exorcised.

Foaming of the mouth, tearing at their clothing, and attacking those who grow close are forms of recognising this demon. A shaman may exorcise the victim and release them of their torment with the correct incantations, the only other method of removing this entity is with the owner calling it away.

Pontianak – Malaysian. Commonly appears as a beautiful woman with long black hair, pale skin and red eyes, and clad in a blood drenched white dress. She can also appear more monstrous when having captured her prey, usually males or helpless individuals. She is an astral female spirit with long sharp fingernails. Said to be a woman unable to give birth and died as a result with her stillborn child still in the womb. She is carnivorous and seeks to use her long fingernails to remove internal organs for food, or if the victim's eyes are open, to suck blood from their heads. Her arrival is determined by the sound of feminine laughter or children's crying, these sounds appear further away the closer she is to her

prey. The scent of the Plumeria flower signals this spirit before fading to the stench of decaying flesh as she grows closer. Desiring retribution or revenge against a man, if a nail is driven into the nape of her neck, then she will turn into a beautiful and good wife until said nail is removed.

Proserpina – Roman. Divinity of death, she was abducted from the underworld by Pluto to take the throne beside him as queen.

Pryderi – Celtic/Welsh. Spiritual personification of anxiety.

Púca – Celtic/Irish. Shapeshifting spirits with dark or white fur, they may bring either good or bad luck to those on land and sea. They made take on human, horse, dog, cat, and hare form. While taking human form, they will have animal-like traits such as a tail.

Pūķis – Latvian. Dragon spirit issued forth by a sorcerer to steal grain and other riches to return to its owner. This entity would be kept in a separate room where nobody would enter without permission. This dragon is fed the first piece of each meal. Will turn on their owner if felt they are not revered enough.

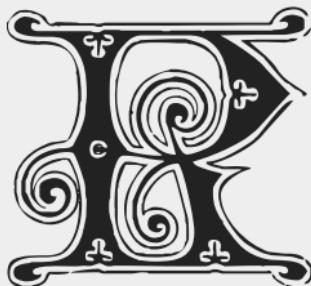
Sometimes this spirit can speak.

Purson – Abrahamic. Male ghost depicted as a look carrying a viper in hand, and riding a bear. Many trumpets may sound in front of him. He knows things hidden, finds treasures, tells the past, present and future. He will speak truthfully in a humanoid or aerial form, and brings good familiars.



Qareen(ah) – Abrahamic. Islamic Arabian areas claim the Qareen to be an invisible succubus type of spirit. She will lay with a man at night and is known through dreams experienced during the encounter. Those with the Second Sight can view these beings which may appear in the form of a cat or dog.

Qin – Abrahamic. Grandmother of the World of Darkness, the underworld. One of her epithets, “Sumqaq”, refers to a polluted well of water in this underworld.



Rabisu – Mesopotamian. Vampiric spirits or demons, name translating to “Lingerers”, are spirits who perform their namesake around those believed to be rewarded by deity Enlil. Enlil being a chief deity of the Sumerians, associated with earth, wind, air, and storms, before his influence spread across other Mesopotamian regions. They are not inherently malevolent energies, rather the Rabisu corrected transgressions caused by mortals.

Ragana – Latvian. Female spirit of witchcraft, protector of seekers, and divination.

Rahovart – Abrahamic. Companion of Satan, this daemon torments the evil, old and unmannerly, and rich misers. The elderly is

said to be most susceptible to possession by this entity, and if they should die under his power, the deceased spirit is placed into this being's basket until Judgement Day.

Rán – Scandinavian. She who collects the drowned in her net, female personification of the sea.

Rangda – Southeast Asian/Indonesian.

Demon queen of the Leyaks, Rangda is a terrifying child eating entity leading an army of witches against the forces of good called "Barong". Both are described as eternally waging war through a Barong dance representing the duality of good versus evil. Despite her tales of malevolent behaviour, she is seen as a protective spirit to the Balinese, by presiding over fertility and destruction. Traditional masks of Rangda for ritual use showcased an exceptionally large tongue, huge fangs, and goggle-eyes.

Rashoon – Abrahamic. Female daemon of seduction. Associated with beauty, lust, and love.

Rati-mbatि-ndua – Fiji. Winged divinity of the underworld who consumes the dead.

Raum, Earl – Abrahamic. Male entity who appears as a crow but will shift into the form of a man upon request. If desired, he will steal grand items, and bring it wherever the invoker wishes. He can destroy cities, grant dignities, knows things past, present, and future, and reconciles friends and foes. If the invoker wants, he may also give love.

Resheph – Canaanite. Male deity associated with disease and plague but also that of war with the possibility of strong protection. Later adopted by the Ancient Egyptians to become associated with chariots and horses.

Rhea – Greek. Female Titaness spirit. She is a mother entity associated with easing childbirth, healing, knowledge of semiprecious stones, inciting lust, dance, sorcery.

Ronove, Count & Marquis – Abrahamic. Male spirit who is depicted as a monster with a staff in hand, there are no further details about his appearance. He is said to be a taker of old souls, frequently coming to earth to harvest souls of decrepit humans and

animals close to death. He teaches art, languages, rhetoric and gives loyal servants and the favour of friends and foes.

Ruha – Abrahamic. “Queen of the Underworld” in Mandaeism, she rules the underworld with her son, the king of the World of Darkness, alongside the twelve constellations and seven planets. She is associated with lust, “uncleanliness” in the form of menstrual impurity, as well as other “negative” feminine qualities. One of her epithets is “Libat-Ashtar-Amamit” or “Venus”.

Ruohitta – Scandinavian. Sámi personification of death and sickness, ruler of the land of the dead. He would ride on horseback.



Sabnock, Marquis – Abrahamic. Male entity who presents as an armoured soldier with the head of a lion riding a horse. He is an architect who can build high towers, castles and cities, he will furnish them with weapons in addition. May afflict a person for several days, causing gangrenous wounds or putting into them worms. Also grants good familiars.

Samael – Abrahamic/Kabbalah. Known as Jehovah's accuser, he is further associated with seduction and as destroyer in the Masshit aspect. Masshit being his other name. This aspect would be issued forth to kill the enemies of the Hebrews. Thought to have eloped with Lilith after her fleeing the

Garden of Eden in Jewish teachings, spawning children. Considered prince of demons and Lilith's consort in Qliphothic works, and opposes Malkuth on the Qliphothic tree.

Samca – Romanian. An ugly and frightening demonic entity. She curses children and pregnant women with sickness. Described as a naked woman with dishevelled hair growing down to her heels, with shrivelled breasts, and small eyes that shine as bright as the stars. She has iron hands and long nails.

San Pascualito – Central

American/Mexican. Folk spirit known as “King of the Graveyard”. Associated with curing disease, and related to the Latin death cult. Represented as a skeleton, sometimes crowned or caped.

Santa Muerte – Southwest

American/Mexican. “Our Lady of Holy Death” as another of her names, she is the personification of death and release of earthly torment. Safely escorts the souls of the deceased to the underworld, and aids in

healing. She is usually described as a skeleton wearing a long dark robe and hood. It is common to see her holding a scythe. Her devotees revere her greatly and regard her as protector of both the living and the dead.

Saqra – South American. A malicious, wicked, and bad-tempered demon. Enjoys playing innocent tricks on people.

Saraswati – Hindu. Female deity of wisdom, music, art, speech, and of the Saraswati River.

Sasabonsam – Akani/African. A vampire entity with iron teeth, long red hair, pink skin, and iron hooks for feet. They live in trees and attack from above, feeding on those accidentally entering their territory. Despite their humanoid appearance, they contain batlike features.

Satan – Abrahamic. Masculine entity believed to be the antithesis of Jehovah/YHWH, leading others to disobey YHWH and become fallen. Embodying pure evil and tempting humankind to commit sin.

Satanachia – Abrahamic. Satan or Lucifer's commander-in-chief to his army.

Sathariel – Abrahamic. Said to be the first Qliphoth, Kabbalah's opposing forces, after trekking through the Abyss, this place is portrayed as a black maze of chaotic riddles. Sathariel may translate to "Moon God" or "Dawn of God".

Saubarag – Ossetian. Spirit of the moon and darkness to the indigenous Iranians inhabiting this place, he is affiliated with thievery, treachery, and evil. Conflated with Satan,

Sedna – Inuit. Creator of the sea, sea creatures, and ruler of the underworld. In a bid to satiate her great hunger, she tried to eat her father's arm in his sleep. He took her out to sea and managed to throw her off of their kayak, where she sank to the bottom becoming ruler of the dead.

Seere, Prince – Abrahamic. Male daemon who appears as a man riding a winged horse, he is said to appear very beautiful to the summoner. He can go to any place on earth in mere seconds to complete the invoker's task, find hidden treasure or in

robbery, and bring abundance. He is of an indifferent disposition.

Seheqaq – Ancient Egyptian. Demonic bringer of headaches and other serious ailments. He has revolving eyes and would attack the living.

Sekhmet – Ancient Egyptian. Lioness headed spirit of lust, anger, war, pestilence and healing. Originally thought to have been a cat spectre similar to Bast. Associated with Menhit, rage, war, lust, anger, pestilence, healing, protection, drunkenness, destruction, retribution, it is said that she was sent forth by solar entity Ra to punish human's for turning their backs against him. Seeing the immense slaughter that ensued due to Sekhmet's bloodlust caused him to feel sorry for humanity, and with help of the other spirits; devised a plan to soothe her rage by mixing beer with blood and spilling it atop the land. Sekhmet saw this blood and was drawn to it, lapping up the mixture which soothed her wrath as she became slowed by the brew. She was showered with praises of

her efficiency and beauty before falling into a deep slumber, ending the murder.

Selene – Greek. Female divinity of the moon. Drives her lunar chariot across the heavenly skies. Represented by a profile against a lunar disk, as a bust, as a woman riding a chariot, or with a crescent moon accompanying her.

Selket – Ancient Egyptian. Female scorpion deity believed to either poison or cure a poisoned person. Also associated with magic, fertility, and nature. She is also associated with medicine and healing attributes. **Set – Ancient Egyptian.** Male deity of chaos, storms, foreigners, disorder, violence and confusion. Depicted as a human with a pair of long and flat-topped ears, and long snouted animal head. It is not currently known what animal it may represent. Most famously known during the Osiris myth whom Set murdered and cut into pieces, scattering his body across the world. He is also known for stories recounting his great battles with Horus; one of which resulting in Horus needing a new eye from

Thoth, Set too gaining a new penis from Thoth in addition. This new manhood was said to have been so great that Set climbed to the top of the highest mountain to cry out in joy over its sheer perfection.

Shadipinyi – Namibian/African. Divinity described as a horned animal or lion with a red tail and red nails, or of a horned man. He acts as the tempter who turns people to sin, and brings death.

Shaitan – Abrahamic. Islamic evil spirits said to whisper sinful temptations into the ears of humans. Also said to corrupt Djinni.

Shamyaza – Abrahamic. Fallen angel who agreed to lead his assigned group of Watchers to fornicate with human women. Helped create a false religion on earth, which they used to rule over humans alongside their Nephilim offspring. Alleged to have dominated, murdered, and exploited humanity. Aided in teaching humans forbidden knowledge.

Shax, Marquis – Abrahamic. Male spirit who appears as a stock dove and talks with a hoarse, subtle voice. He can remove sight,

hearing, and understanding of any individual at the request of the invoker. He may also steal money from the home of a person with high authority and fetch horses or many things the summoner desires.

Shadow People – Unknown. Spirits that may present with a somewhat humanoid form or that of animals. Opaque beings of which no light permeates, usually possessing a mist or haze as an outline of their form, perhaps tendrils. May or may not lay host to red eyes. Thought to be daemons or beings of another plane. Destructive types have been alleged to exist where an individual may receive physical inflictions upon their bodies from an encounter. These beings may be linked to Egregores. See Egregore.

Shalim – Canaanite. Male deity of dusk. Known as the "Evening star" and as an aspect of planet Venus. Twin brother of Shahar, "Morning Star". Both children of El.

Sheshat – Ancient Egyptian. Female deity of script (writing), knowledge and magic.

Associated with leopards. Alleged to have invented script before Thoth.

Shiji Niangniang – Chinese/Taoist. A ten-thousand-year-old demoness who birthed monsters and demonic children because the world was flooded. After War ensued between her and the Jade Emperor, causing the death of the Jade Emperor's warrior and the warrior's father, but Shiji's children also died in the altercation, alongside her downfall. Other stories tell of her originally being a stone that received essence of the sun and moon, and born beyond the cosmos, becoming a divinity under conditions of the elements. The stubborn stone became a human figure by spiritual means after ten thousand years.

Shinigami – Japanese. Literally translating to “death god”, these entities invite humans toward death. Described as monsters, creatures of darkness, and helpers.

Shitala – Hindu. Female deity of disease, ghouls, pustules, and sores. Is said to carry a broom, hand fan, or a water pot used to

cure diseases. She is an incarnation of Parvati.

See Parvati.

Shridevi – Indonesian. She has dominion over rice, and associated with wealth, rice paddy snakes, and prosperity. Just as with the positive, she too has power over the inverse with famine, poverty, disease and hunger.

Sia – Ancient Egyptian. Personification of perception and knowledgeable energies. Connected with writing, he rides the barque through the underworld every night. It is believed that the papyrus he held contained all intellectual achievement. Described in anthropomorphic form or as a human with three vertical strokes above his head.

Sirchade – Abrahamic. Entity of the Grimoire Verum, allows one to see of all manner of animals both natural and supernatural.

Siren – Greek. Female mermaid-like creatures who would sing to lure sailors to them, they would then drag said sailors beneath the waves and drown them.

Sitan – Filipino. Dark spirit who guards Kasamaan, or Hell. Has four “tempters” in this underworld tasked with ruining mankind. Conflated with Satan.

Spenta Armaiti – Iranian. Zoroastrian spirit of earth, fertility, and of the underworld. She is associated with the ancient festival Sepandārmazgān, the celebration of eternal love.

Šul-pa-e – Mesopotamian/Sumerian. Not much is known about this spirit, the hymn to Šul-pa-e tells of offerings made to him in the underworld, while later traditions associate him with demons. Another tradition details him as consort to a mother deity Ninhursag, differing from the regular consort Enki.

Sitri, Prince – Abrahamic. Male being who causes women to love men and vice versa, may cause people to become naked if desired. He is depicted with the face of a leopard and griffin’s wings on his back. May shapeshift into a beautiful man under the request of a summoner.

Smilšu Mate – Baltic. Female spirit of sand and ruler of death.

Sogan – Abrahamic. Teaches the art of philosophy. Appears before the conjurer like a horse.

Soma – Hindu. Also known as Chandra, is male personification of the Moon. Associated with night, plants, and vegetation.

Sonnelion – Abrahamic. Fallen angel of hatred. Also said to be a female demon of discord, hatred, and revenge. May aid one in developing courage.

Sowrges – Abrahamic. Teaches the art of logic, rhetoric, and of the divine. Also teaches the location of treasures.

Stolas, Prince – Abrahamic. Male daemon who teaches astronomy and knows much about plants, herbs, and precious stones. His image is often that of a raven or crowned owl with long legs.

Strigoi – Romanian. Troubled entities that have risen from the grave. They feast on blood, shapeshift into animals, and become invisible.

Strix – Greco-Roman. Bird of ill omens. Feeds on human flesh and blood, and refers to witches, and other malevolent entities.

Some of these birds cry in Hades; the underworld.

Suanggi – Indonesian. A malignant entity with magical powers to cause disease and illness. It is also a Moluccan Malay term for a cannibalistic witch. Any person accused of such is tried and, if proven guilty, killed with their corpses disposed of in the sea.

Sulls – Celtic/Roman. Chthonic spirit of the underworld, she is apt in prophecy and highly knowledgeable. She is linked with Roman entity Minerva.

Sundel bolong – Indonesian. A spirit with long beautiful black hair, and a long white dress. Similar to the Pontianak, it is closely linked to prostitutes, meaning a “prostitute with a hole in her”. This hole materializes on her back.

Supay – South American. Entity of death, ruler of the Incan underworld and power above a race of demons. Associated with mining rituals.

Surgat – Abrahamic. A minor spirit accredited with the ability of opening locks.

Sut – Abrahamic. Islamic demon who

suggests lies. One of four spiritual brothers and son of Iblis.

Sutekh – See Set.

Syeonell – Abrahamic. A daemon who first appears like a fierce bear, under command of the summoner the spirit will take on form of a child. Teaches all sorts of languages, and tells where hidden treasure lays.

Syöjätär – Finnish. Female ogre. She is associated with the origin of certain diseases, as well as unpleasant creatures such as snakes, and wolves. Sometimes seen depicted as a wicked mother.



Figure 9: Selene and Endymion. Fresco inside Casa dell'Ara Massima, Pompeii, circa 1st Century.



Ta'lab – South Arabian/Yemeni. Moon spirit, and protector of pastures. Had an oracle whom individuals contacted for advice. **Tala – Hindu/Filipino.** Female spirit of the morning and evening star. She leads ferrymen to safety at night with her orb-like shine. Appears to be personification of Venus, and ruler of the stars.

Ta'xet – Haidan/North American.

Indigenous spirit of violent death, considered part of a duality. Tia, his counterpart, is the ghost of peaceful death.

Tamor – Abrahamic. Entity who appears before the summoner as a man. Teaches all things on astronomy, the liberal sciences, and the location of treasures.

Te Kore – Maori/Polynesian. Primordial spirit of darkness and chaos. That which existed before light.

Tepoztēcatl – Aztec. Ghost of drunkenness, alcoholic drink “pulque”, and fertility. Associated with the wind.

Tezcatlipoca – Aztec. The “Smoking Mirror” and spirit of the Great Bear constellation, and of the night sky. Feathered Serpent entity, protean wizard, and cause of death to many Toltecs by his black magic. Caused Quetzalcōatl to fall to drunkenness, sin, and carnal love leading to the end of the Toltec golden age. Human sacrifice was introduced into central Mexico as a result of this daemon. His other side was protector of slaves, punishing their owners for ill-treatment, he rewarded virtue with fame and riches, and chastised sinners by bestowing illness, such as leprosy, or reducing a sinner’s wealth to that of poverty, and the cause of their enslavement.

Thanatos – Greek. Personification of death. He was rarely described as having human form.

Thoth – See Djehuty.

Tiamat – **Babylonian.** Female primordial deity of the sea. Allegedly is part of two myths, one stating her union with the masculine deity of groundwater to produce younger entities.

The name of this ground water being Abzu. She is noted as creator deity by way of further union between different bodies of water to create the cosmos. The latter half of Tiamat's story labels her as the dreadful embodiment of primordial chaos. Some imagery depicts her as a serpent or dragon entity.

Tir – **Abrahamic.** Islamic demon who causes injuries or calamites. One of four brotherly spirits and son of Iblis.

Tiyanak – **Southeast Asian/Filipino.**

Vampiric toddlers or babies of any gender. They reside in forests and cry loudly to lure in travellers or older children. Once the unfortunate individual is close enough, typically having picked up the screaming infant, they shed their false image to reveal their true selves. In the case of other

children, they may be abducted for unknown means, though it likely that they are fed from much further away from their communities or transformed into other Tiyanak. These beings take delight in their work. One may fend for themselves by turning their clothing inside out, finding this humorous the Tiyanak might release the victim back into the jungle. Similar to Aswang; salt, garlic, and rosary are also said to be forms of protection from the Tiyanak.

Tlāhuizcalpantecuhtli – Aztec. Morning Star entity.

Tlazōlteōtl – Aztec. Female spirit of vice, lust, filth, purification, and patroness of adulterers. Another name for her being “the death caused by lust”.

Tōnatiuh – Aztec. Male sun entity of daytime sky, ruler of cardinal direction East. Represented as a fierce and warlike being, he is symbolically associated with the eagle. His journey from the west to rise in the east was thought to be sustained by human sacrifice. In Nahuatl, his name could translate to “He Who Goes Forth Shining”.

Associated with Quetzalcoatl as manifested in the Morning Star aspect of planetary Venus.

Toyol – Indonesian/Malaysian. An undead infant invoked by shamans with the help of black magic. These infants are repurposed to rob people of their wealth, similar to the Babi Ngepet. They are said to appear very similar to near-naked toddlers. Modern works describe them as goblin-like with greenish or grey skin, pointed ears, and cloudy eyes.

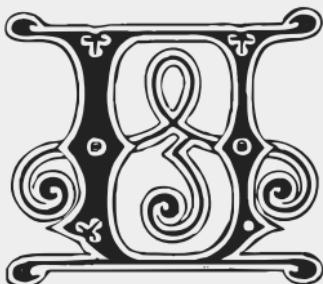
Tsukuyomi-no-Mikoto – Japanese. Divinity of the moon. Their gender is unknown but is sometimes called “Tsukuyomi Otoko” meaning “moon-reading man”. Killed the female spirit of food, named Ukemochi, because her manner of creating food was by coughing and spitting it out from her body. It is said that the sun spirit Amaterasu was angered so much that she refused to look at him, causing separation of night and day.

Tulpa – Tibetan

Buddhism/Theosophical. Human thoughtform manifested into a sentient

energy, knowingly or unknowingly, and may take upon the form of the person creating them, objects or other people, or taking up the image of the deceased.

Alternatively representing astral qualities. It is said that these entities eventually leave their creators, if this happens to be the case it may also be on unfriendly terms, regardless it is a practice to destroy these thoughtforms upon realising the Tulpa's wish to disconnect from the conjurer's will.



Ubume – Japanese. Apparition of a pregnant woman, she is typically seen as the spirit of a woman who died during childbirth. She will appear as a regular woman holding her baby, usually handing the infant to a stranger and disappear. When the stranger's eye connects with the child in their arms, it will simply be a collection of leaves or a large rock. Pregnant women who died post-partum are believed to become the "ubume" after burial. One solution was to remove the baby from the womb and place it in the mother's arms before burial. If this solution could not be managed, a doll placed next to her shall suff ice.

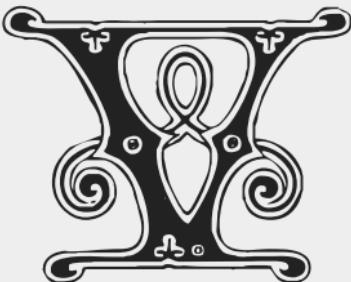
Usagoo – See Vassago.

Udug – Mesopotamian. Ambiguous daemonic class which was sometimes benevolent and sometimes malevolent. Good forms were used to exorcise more evil variants. Described like other Mesopotamian demons as beings with an absence of light, a dark shadow. Thought to cause disease.

Ukobach – Abrahamic. Attends Hell's oil burners, said to be the inventor of fireworks and fried foods. Depicted as a man with a flaming body.

Uneg – Ancient Egyptian. Sky and death spirit, she would protect the earth and all living there against the arrival of the “great chaos”. He is mentioned in Pyramid Texts spell conflating him with atmospheric spirit Shu. Deification of a king. Labelled “Son of Ra”.

Unsere – Abrahamic. Female demonic spirit of fertility, and sorcery according to Dukante's Hierarchy.



Vadātājs – Latvian. Spirits who sometimes have died prematurely, sometimes attempting to kill a person in a similar way they have died. As they are a malevolent devil, this being attacks travellers and confuses them so they lose their way. Often tries to lure a person to water, where they would likely drown.

Vakarinė – Lithuanian. Female spirit of the Evening Star. Not much else is known about this daemon.

Valac, President – Abrahamic. Male spirit depicted as an angelic and winged boy riding a two-headed dragon. His domain is that in finding treasures, as well as locating, summoning and controlling serpents. He is

also attributed with granting powers on controlling household spirits.

Valefor, Duke – Abrahamic. Male ghost represented as a lion with the head of a donkey, or as a lion with the head of a man. A tempter encouraging people to steal and is allegedly in charge of a decent relationship among thieves. Said to be a good familiar by association until they are “caught in the trap”.

Vampire – Beings of any gender. Mythology of such existing globally with various appearances, forms of creation, methods of feeding and ways of banishing or destroying such creatures. Most commonly known to retain their appearance upon death and rebirth. Some forms include drinking the blood of victims or absorbing energy of others in psychic fashion.

Vanapagan – Estonian. Known as “Old devil”, this entity was ruler or devil of the underworld, claimed to be a giant who is far more dumb than malevolent. Wears a hat forged from nails to become invisible. One of his servants, Crafty Hans, outsmarted him.

Vântoase – Romanian. A type of female

spirit that are believed to cause powerful gusts, and dust storms. They live in the forest and use a special wagon for travelling. These entities have the ability to attack children.

Vapula, Duke – Abrahamic. Male spirit said to take on an image of a griffon and winged lion. He teaches philosophy, mechanics and sciences.

Vassago, Prince – Abrahamic. Male energy who may tell a person of past and future events, will locate lost items, and is said to be of a “good nature”. He is also said to cause the love of women, and reveal hidden treasures. Said to appear as an angel.

Vatea – Magaian/Polynesian. Moon divinity and father of spirits, and men. His eyes are thought to be the moon and the sun, as he grew, he divided vertically into a hybrid spirit, his right side being human while the left side a fish.

Vejovis – Roman/Etruscan. Depicted as a young gentleman holding lightning bolts, arrows, the pilum or javelin in his hand, and

with a goat. Believed to be a deity of healing to the Romans and associated with volcanic eruptions, he is sometimes identified with Jupiter and Apollo. Not much else is currently known. His name is theorized by Aulus Gellius to mean “anti-Jove” or “anti-Jupiter” due to the prefix of “ve-” seen in Latin words such as *vesanus*, translating to “insane”. Goats were sacrificed to him to avoid plague. **Veles – Slavic.** Male deity of the earth, water, and the underworld. Associated with the dead, darkness, magic, the harvest, music, snakes, trickery, wealth, wolves, and protector of livestock.

Vepar, Duke – Abrahamic. Male daemon said to take the form of a mermaid. He governs water and guides armoured ships carrying weaponry. He can cause sea storms, make the sea rough and full of ships. This spirit also has the ability to make a man die by putrefying wounds within the span of three days, may cause worms to grow in such wounds, yet if asked by a summoner to heal these wounds then it shall be done.

Verrine – Abrahamic. Demon of health,

healing, divinity, devotion, wellness & holistic healing. Appears both male and female. Said to represent impatience according to Sebastien Michaelis.

Vetala – Hindu. Revenant entity of any gender trapped between the land of the living and the underworld. Possesses corpses of the dead to wander where it pleases and leaves the body when it wishes to, any corpse used by the Vetala no longer decays while occupied. This spirit is said to be knowledgeable in past, present, and future, has deep insight into human nature, and uses charnel grounds for its home. These ghosts create insanity in the individual, can kill, cause miscarriages, but also protect villages.

Vichama – Incan. Deity of death and son of sun spirit Inti.

Vilkati – Latvian. Humans who can turn into wolves, lycanthropes. This turn was normally accidental as it occurs when standing between two pines that are grown together at a certain time that varies per region. Conflicting reports exist on what forces they

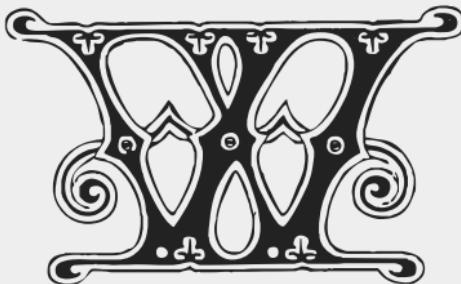
serve, though typically they serve no one and continue as beasts.

Viné, King – Abrahamic. Male spirit wielding the power to break down walls, disturb bodies of water, build towers, answer questions on secrets, and witches. He also unveils events past, present and future. His image is depicted as that of a lion riding a black horse and carrying a viper.

Vritra – Hindu. Male serpent, dragon or malevolent demon. Personification of drought, evil, and chaos.

Vrykolakas – Greek. A type of malignant undead energy, it is typically equated with vampiric spirits. While similar, this entity eats flesh, favouring livers, rather than drinking the blood of their victims.

Vual, Duke – Abrahamic. Male spirit who is depicted as a dromedary, though he may shift into the shape of a human. He speaks the Egyptian language, though not perfectly, and does so in a deep voice. Vual grants the love of women, creates friendships between friends and foes, and will speak things past, present and future.



Watchers – Abrahamic. Of both obedient and disobedient nature, they are tasked with the viewing of human activity by Jehovah. Some Watchers of note, particularly the five "satans", petitioned their leader known as Shamyaza to elope with humans of which he granted, leading to the birth of the Nephilim. Watchers taught humans a whole manner of things including forbidden arts, sciences, war, secrets of magic, seductive ornamentation (such as cosmetics and jewellery), and more. Azazel is predominantly mentioned as teaching humans such works. Destroyed along with their Nephilim spawn in the Great Flood which commenced after biblical Noah's warning.

Wen Shen – Chinese. Group of entities behind illness, disease, and plague according to the seasons. Shi Wenye. Winter, was believed to be the main pestilent entity of the four and was leader of the spirits. The other spirits are Zhang Yuanbo, Spring, Liu Yuanda, Summer, and Zhao Gongming, Autumn.

Wepwawet – Ancient Egyptian. Male wolf or jackal-headed deity associated with Anubis. Originally a war spirit, his name means “opener of the ways” and is considered to scout ahead in times of war to clear the path for the pharaoh’s armies. Later he became associated with death and as an opener of ways for the souls of the departed.

Whiro-te-tipua – Maori. Entity of darkness and the embodiment of all evil. Lives in the underworld and causes the ills experienced by every living person. Some tales tell of dead bodies having gone to the underworld being eaten by Whiro in order to garner more strength. Eventually his strength will grow large enough to break free from the underworld, where this spirit will consume

everything. The act of cremation prevents Whirro from eating the dead and gaining power. All evil things are said to reside in Whiro's House of Death, a deep and dark cave known as "Taiwhetuki".

Wotan – See Odin.

Wuluwaid – **Australian**. Aboriginal boatman energy who carries ghosts of the departed to the afterlife, named Purelko. He is also a rain spirit.

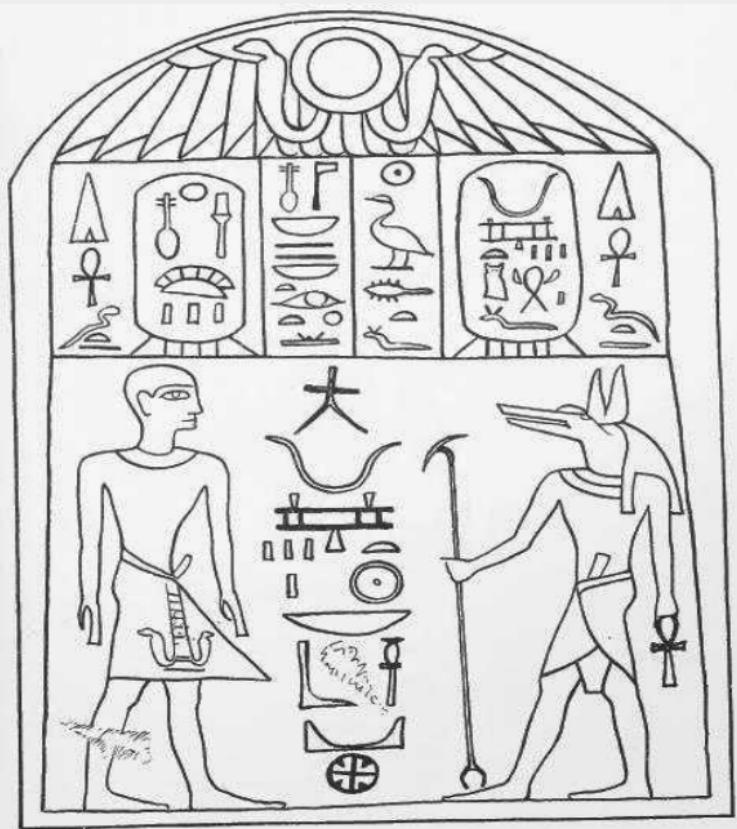
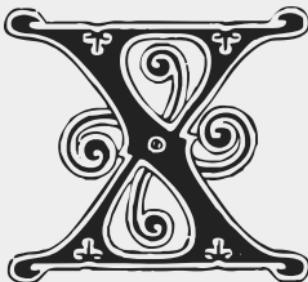


Figure 11: Wepwawetemsaf standing before Wepwawet. Circa 17th Century by Wallis Budge (1857 - 1934).

Wutong Shen – Chinese. Group of five menacing spirits, described as one-legged wanton demons. They would disguise themselves as handsome men and seduce vulnerable, unknowing women. Females possessed by these ghosts' lost consciousness and endured painful fits for days to weeks, bringing them to edge of death. Also spirits of sudden and undeserved wealth, any man who would exchange their wives' favours would be given currency.



Xargi – Siberian. Ruler of the underworld and ancestor to shamans of the creator spirit.

Xephan – Abrahamic. Spirit who set fire to heaven before being cast out. After his fall into the Abyss, he has been fanning the flames of Hell's furnaces with his mouth, hands. Owns an emblematic bellows. Associated with creativity, inspiration, revolution, anarchy, and rebellion.

Xipe Totec – Aztec. Energy connected with life, death, and rebirth cycles, agriculture, vegetation, ritual flaying, seasons, cardinal direction east, and crafts.

Xolotl – Aztec. Male being of fire and lightning, he is the dark personification of Venus, or the Evening Star. Usually depicted

as a dog-headed man and was guide for the dead. Ruler over twins, monsters, sickness, twilight, misfortune, and deformities.



Yacahuiztli – Aztec. Underworld divinity, she personified night.

Yama – Hindu. Male deity of the dead. Said to be the first man who died, manifesting the path of mortality which we will all walk. Guardian of the South, the palace of the dead, and presides over the resting place of the dead. His first depiction was as a cheerful king of the dearly departed, not as a punisher, but he eventually became judge of those who have passed. Yama took on the position of weighing all good and evil deeds of the dead and determines recompense. Described as majestic, green or black, with red garments, and red eyes.

Yama – Buddhism. Deity of the underworld, and of oni. He is considered a type of

shinigami, or “death god”. Issues diseases, punishments, old age, and other things akin to these as warnings to behave well. Yama examines and will rebirth a person depending on their karmic followings, he may grant an earthly reincarnation, or place the soul to one of the heavens or hells. More than one Yama may exist to preside over each hell.

Yanluo Wang – Chinese. Male ruler of the underworld, and judge of the souls of the dead. Has minions including a judge who holds a brush and a book detailing every soul, and death dates for each deceased individual. Yanluo Wang either allows a soul to pass through a period of enjoyment between earth and heaven or to undergo punishment in the underworld. Neither location is of permanent residence, and the individual is eventually reincarnated with a new body.

Yukionba – Japanese. Female ghost who appears during rainy nights. Is said to abduct children.



Zababa – Mesopotamian. Male tutelary deity of Kish. A war deity who was regarded as somewhat similar to Ninurta and Nergal.

Zār – African/Middle Eastern. Term for a demon or ghost that possesses people, usually women, and causes sickness or discomfort. The zār rituals exorcise such individuals and release them from their suffering. Also, a form of female-only entertainment to the people of Cairo and other Islamic cities, ceremonies involve music, consumption of food, with ecstatic dancing its highest point, lasting between three to seven nights.

Zagan, King – Abrahamic. He can make men witty, turn wine into water, and water into wine, and blood into wine,

turn metals into coins that are made with that metal (for example gold into a gold coin). He is depicted as a griffin-winged bull that turns into a man after some time passes.

Zalambar – Abrahamic. Islamic demon who presides over fraudulent and dishonest business transactions. One of four brotherly spirits and son of Iblis.

Zaleos, Duke – Abrahamic. Pacifist in nature, he causes men to love women and vice versa. His appearance is a gallant and handsome soldier, wearing a ducal crown, and riding a crocodile.

Zepar, Duke – Abrahamic. He causes women to love men, and bring them together in love. He makes women barren. Depicted with red clothing and armour, like a soldier.

Zipacna – Mayan. Arrogant and violent spirit viewed sometimes as a demon. Said to take form as an alligator, or creature similar, and creator of mountains.

Sources



Sources: *en-academic.com, wikipedia.com, jstor.org, theoi.com, escholarship.org, godfinder.org, international.ucla.edu, UCLA's Egyptology Encyclopedia, Lesser Key of Solomon, Dictionnaire Infernal, Hesiod, Theogony, Etymology Online, Book of Oberon, History Cooperative, Book of Abramelin, New World Library's Encyclopedia of Goddesses and Heroines, Wilkinsons' Complete Gods and Goddesses of Ancient Egypt, britannica.com, oxfordreference.com. Lady Gregory's Complete Irish Mythology, William Smith's Dictionary of Greek and Roman Biography and Mythology, The Pyramid Texts, Deigo de Landa's Relación, Diógenes De los Santos ("Cola Blanca") of Tierra Blanca (Baka – Haitian), Cabral from Martha Ellen Davis' movie "The Dominican Southwest: Crossroads of Quisqueya and*

the Center of the World" (Baka), 2004, Juan de Castellanos' *Elegías de varones ilustres de Indias a, Fernández Piedrahíta, Lucas.* (1624-1688), "History General of the conquests of the New Kingdom of Granada: the SCRM of Carlos Second King of Spain and the Indies", historyfuzz.com, wiki.aervolima.com, Sharri Whiting's Namibia – "Culture Smart!: The Essential Guide to Customs & Culture" (Shadipinyi), Paul Radin's "The Trickster: A Study In American Indian Mythology" (Itsi), Luise Hercus and Harold Koch's "Aboriginal Placenames: Naming and Renaming the Australian Landscape", edited by Samueal Greatheed, Daniel Parken(Nadubi, Wuluwaid), Theophilus Williams et cetera's "Beecham's Ashantee and Gold Coast – The Eclectic Review, Volume 10; Volume 74, page 24" (Abonsum).